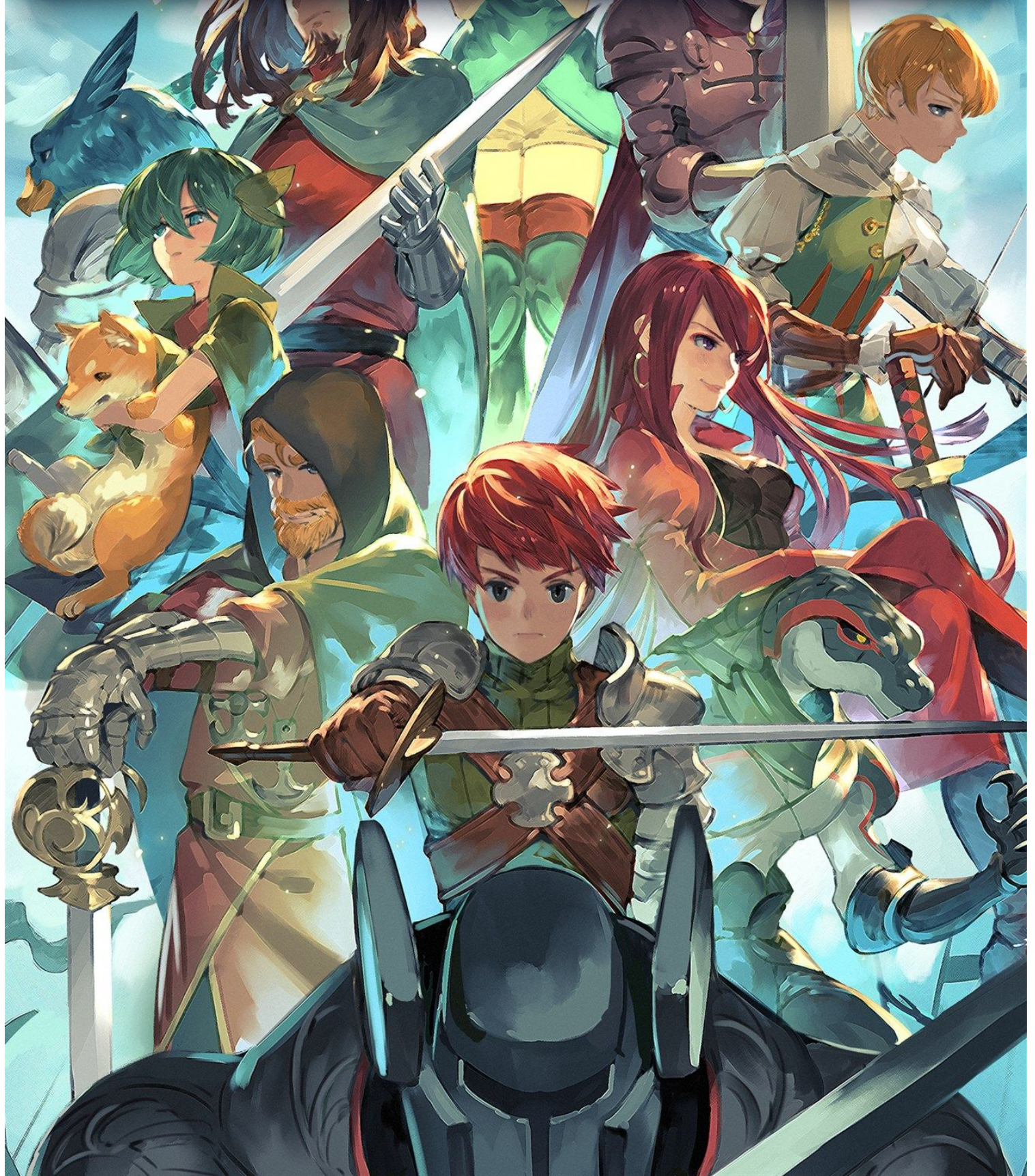


# CHAINED ECHOES





# CHAINED ECHOES

ORIGINAL SOUNDTRACK





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# Credits

This strategy guide of Chained Echoes was constructed by putting together various sources of the internet with the purpose to cover all that the game has to offer and to get maximum enjoyment out of this Indie gem. Credit is given to the following sources:

Basic Guide and FAQ – Steam user abitofBaileys

<https://steamcommunity.com/app/1229240/guides/>

In-Depth Character Guide – Steam user EICid

<https://steamcommunity.com/sharedfiles/filedetails/?id=2921081679>

Skills Guide, Skills List, Sky Armor Ram and Skill List, Accessories List – Greg from [fantasyroleplayinggames.com](https://fantasyroleplayinggames.com/) (Leonar's Skills was added by me using Greg's format)

<https://fantasyroleplayinggames.com/?s=chained+echoes>

Base game and Ashes of Elrant Walkthroughs – Neoseeker.com user Vinheim

<https://www.neoseeker.com/chained-echoes/walkthrough>

Weapons and Armor Guide, Monsters listed Vinheim's walkthrough (with the exception of the monsters listed in the Ashes of Elrant walkthrough due to lack of information available online, so I added them myself using ingame information) – Chained Echoes Wiki pages

[https://chainedechoes.fandom.com/wiki/Chained\\_Echoes\\_Wiki](https://chainedechoes.fandom.com/wiki/Chained_Echoes_Wiki)

Some shops listed in Vinheim's walkthrough(base game only)– Gamefaqs user Bkstunt\_31 (additional shops added by me)

<https://gamefaqs.gamespot.com/ps4/282862-chained-echoes/faqs/80256>

Loot & collectibles listed in Vinheim's walkthrough and some screenshots – arrpeegeez.com

<https://www.arrpeegeez.com/2022/12/chained-echoes-walkthrough-guide.html>

Additional screenshots added in Vinheim's walkthroughs (Screenshots pertaining to Vinheim has a blue "V" in the bottom right corner) – various Youtube video walkthroughs



# Basic Guide and FAQ

A basic guide for the most common system mechanics found in the game meant to help players being able to quickly look up info along the way. This explains things a little more detailed than the tutorials found ingame.

## Battle System: Basics



## Commands

### Attack

Makes the selected party member do a regular attack against a single enemy. Restores 10 TP.

### Skills

Makes the selected party member execute a skill they learned and set in the main menu.

Using skills costs TP. The cost amount per skill is displayed right next to the skill type and name in yellow.

#### Skill Type

##### Icon

##### Description

##### Attack



Offensive skill that deals physical damage to one or multiple enemy targets

##### Magic



Offensive skill that deals magical damage to one or multiple enemy targets

##### Buff



Supporting skill that adds at least one buff to one or multiple party members

#### Debuff



Supporting skill that adds at least one debuff to one or multiple enemies

#### Heal



#### buff

#### Utility



Unique skill that varies in effect

## Items

Makes the selected party member use / consume an item from the party's inventory.

## Defend

Makes the selected party member defend. Reduces incoming physical and magical damage until their next turn by 50%. Applied on top of Overdrive modifiers. Moves the overdrive cursor backwards.

## Switch



Switches the selected party member with the one in the back row. The switched in member can then use all of their available options except switching out again. Moves the overdrive cursor backwards. You can only switch members that are in the same row. Which member is in which row is changeable in the main menu under "Formation" and switchable members are indicated with a chain icon between them. In battle, the formation is displayed in the Party Info section on the bottom right of the screen.

Unconscious party members cannot switch. The switched out party member retains all of their buffs and debuffs and durations are paused until they are switched in again.

To switch, press the button during a party member's turn. A summary of the member to be switched in shows up. Press the button again to confirm the switch.



## Escape

Exits the battle and returns the party to the map outside of the enemy's range. The encounter is reset, which means:



- Enemy formation resets regardless of which or how many enemies were defeated
- Enemies fully recover
- Drops received during the fight are lost

Some battles are not escapable.

## Ultra Move



Executes the selected party member's Ultra Move. The details of the Ultra Move are different for each party member. Depletes the entire Ultra Move bar.

All actions except Switch and Escape immediately increase the Ultra Move bar slightly upon use.

## Turn Order



Turn order indicates the order of the party members and enemies in battle from left to right. The currently acting party member or enemy is displayed on the leftmost and highlighted with a banner labeled "Act". The party member or enemy who acts after that is labeled by "Next". The following party members or enemies are taking turns in order from left to right.



The party member who is currently acting is highlighted with a yellow ring around their battle sprite and their name is displayed above the action menu.

## Enemy Status



When targeting an enemy during battle after selecting an action, their status containing useful information gets displayed.

### Name

The enemy's name, displayed on the top left

### Type

The enemy's type, displayed on the top right

### Strength

The element the enemy has highest resistance against

### Weakness

The element the enemy has lowest resistance against

### Steal

The enemy can be stolen from once using a party member's skill

### Canned

The enemy can be canned by a specific character's "Uncanny Encounter" skill

A red X indicates that the enemy is not affected by any action influenced or influencing that enemy property.

Additionally, the currently targeted enemy has their name and HP bar displayed above them.



## Battle Speed



When pressing LT / L key in battle, you change the speed of the battle. This can be done up to 2 times. The speed is indicated by arrows at the top left of the screen.



## Battle System: Overdrive



The Overdrive bar controls the flow of the battle. The bar consists of the title “OVERDRIVE” or “OVERHEAT”, an icon on the left and a bar separated into minimum 3 segments with different colors.

Within that bar, the player moves forward or backwards during the battle, depending on their actions, indicated by a white arrow.

A battle always starts in the Neutral (yellow) zone.

The bar is separated into three segments.

### Neutral (yellow)

- All party members deal and receive 100% damage
- All skills cost the 100% the amount of TP

### Overdrive (green)

- All party members deal 125% and receive 85% damage
- All skills cost 50% the amount of TP

### Overheat (red)

- All party members deal 100% and receive 125% damage
- All skills cost 100% the amount of TP

The player ideally wants to stay in the green Overdrive zone as much as possible.

When a party member or enemy attacks or uses a skill, the player’s cursor on the Overdrive bar moves to the right. Specific actions move the cursor to the left.



Before confirming an action, a second smaller arrow will show up on the Overdrive bar previewing the position the cursor will be in when confirming it.

## Actions that move the cursor forward

- Attack
- Skills
- Enemy action

## Actions that move the cursor backwards

- Defend
- Switch
- Ultra Move
- Some skills
- Some items
- Skills with the corresponding Overdrive icon type



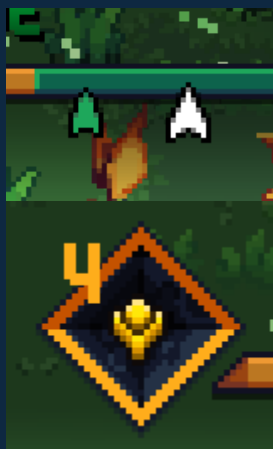
When entering Overdrive or Overheat, an indicator will show on the center of the screen with a sound informing the player.

Once leaving the Neutral zone, the icon left to the Overdrive bar changes from a grey lock to a display of a skill type with a number.

During a party member's turn, any skill matching its skill type with the type displayed in the Overdrive bar will be displayed in yellow.



When using a matching skill type, the player's cursor on the Overdrive bar moves backwards a large amount.



The number on the icon indicates how many player turns this Overdrive skill type icon will be displayed. When reaching 0, the type changes to a random other type.

Using a matching skill also immediately changes the icon to a different type, unless the skill used this way moves the player cursor into the Neutral zone.

## Battle System: Sky Armor Battles



Sky Armor battles behave like regular battles, with some differences regarding the Overdrive system.

## Overdrive

There is no Overdrive Zone, only Neutral and two Overheat zones to the left and right end. The player starts in the middle of the Neutral Zone. The skill type icon is always locked.





## Combat Actions

Above the Combat Actions menu there is a spinning cogwheel and a number labeled “Gear”. The battle always starts with all party members in Gear 1.

## Switching Gear

Once per turn, a party member can switch gears.

Switching order is always Gear 1 → Gear 2 → Gear 0 → Gear 1

## Gear 1



- All party members deal and receive 100% damage
- All skills cost 100% the amount of TP
- All party member actions except Items and Defend move the player cursor on the Overdrive bar forward
- Defend moves the cursor backwards

## Gear 2

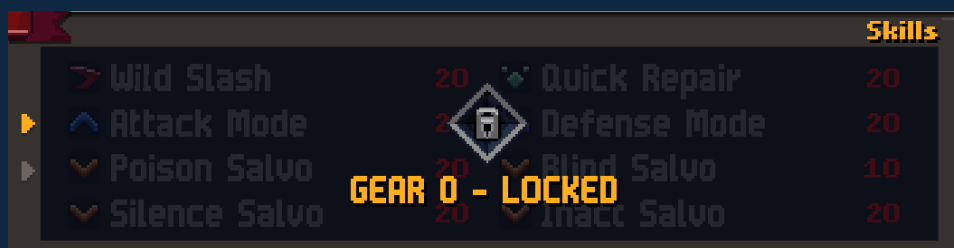


- All party members deal and receive 125% damage
- All skills cost 125% the amount of TP
- All party member actions except Items and Defend move the player cursor on the Overdrive bar backwards
- Defend moves the cursor forward

## Gear 0



- All party members deal and receive 100% damage
- No skills are available
- Every party member action recovers 60TP for each attack, defend and item use.
- No party member actions move the player cursor on the Overdrive bar in either direction



## Characters



In Chained Echoes, a traditional Character Menu does not exist. Information about party members is displayed where that specific information is relevant.

## Attributes

| Attributes |     |       |
|------------|-----|-------|
| HP         | 207 | ➤ 207 |
| TP         | 123 | ➤ 123 |
| Atk        | 152 | ➤ 152 |
| Mag        | 18  | ➤ 18  |
| Def        | 39  | ➤ 39  |
| Mnd        | 26  | ➤ 26  |
| Agi        | 26  | ➤ 26  |
| Crit%      | 12% | ➤ 12  |

HP

Health Points, a party member's vitality. When it reaches 0 in battle, the character becomes unconscious.

TP

Tactical Points, the resource you spend for executing active skills in battle.

Atk

Attack, affects the power / damage of the party member's physical attacks in battle.

Mag

Magic, affects the power / damage of the party member's magical attacks in battle.

Def

Defense, affects the power of reducing incoming physical damage for that party member in battle.

Mnd

Mind, affects the power of reducing incoming magical damage for that party member in battle and the strength of the party member's healing magic.

Agi

Agility, affects the party member's acting frequency during battle.

Crit%

Critical Hit %, affects the chance to land a critical hit during a party member's attack in battle.

## Resistances

Each resistance affects the incoming damage the party member receives from attacks of that element. Positive values decrease the incoming damage, negative values increase it.



| Element  | Current Resistance | Target Resistance |
|----------|--------------------|-------------------|
| Fire     | 0%                 | 0                 |
| Water    | 0%                 | 0                 |
| Earth    | 0%                 | 0                 |
| Wind     | 0%                 | 0                 |
| Darkness | 0%                 | 0                 |
| Light    | 0%                 | 0                 |

## Other

SP: Skill Points available for this party member



GS: Grimoire Shards available for this party member

The total amount of acquired Grimoire Shards are displayed under the Stats section of the main menu. This is equal to the total level of your party member's total level, considering you made use of all GS for each one.

## Skills & Progression



**SKILLS**

**CROSS SLASH**

Attack TP: 30

A physical multi-hit attack (0.7x per hit) (one).

**Stats**

★ 31

🕒 21:38

💰 67,689

**SKILLS TO LEARN**

| Action Skills    | Passive Skills      | Stats Booster       |
|------------------|---------------------|---------------------|
| Cross Slash ★    | Poison Resistance ★ | Health Points +15 ★ |
| Armor Break ★    | Fire Resistance ★   | Attack +2 ★         |
| Oil Slash ★      | HP Up ★             | Agility +1 ★        |
| Lend Energy ★    | Human Killer ★      | Defense +2 ★        |
| Decoy ★          | SOS Def Up ★        | Health Points +25 ★ |
| Arms Break ★     | Counter Def Up ★    | Tech Points +5 ★    |
| Restrain ★       | ATK Up ★            | Attack +2 ★         |
| Attack Stance ★  | Machine Killer ★    | Mind +2 ★           |
| Defense Stance ★ | Auto Shield ★       | Health Points +30 ★ |
| Fire Strike ★    | Counter Attack ★    | Attack +4 ★         |
| Cheer ★          | Shield Allq ★       | Defense +4 ★        |

🔔 Spend 1 GS to learn this skill.

Acquiring a Grimoire Shard (GS) allows all party members to make use of it. Each GS grants an additional skill for you to unlock in the "Learn Skills" menu.

## Action Skills

These skills are usable in battle and cost TP to execute. These skills are mostly unique to the respective character and have to be equipped.

## Passive Skills

These influence battles by providing character-specific effects but do not consume TP and don't need to be activated by the player, but like action skills have to be equipped.

## Stats Booster

These are bonus stat increases you may choose instead of an action or passive skill and applied automatically upon unlocking them.

Unlocked skills or stat boosters are marked with a star.

## Skill Levels

Each action and passive skill's effects are separated into three levels. Upon unlocking a skill it starts at level 1. Over time, the levels gradually increase in level and become stronger or get reduced TP cost or both.

## Leveling Skills

When in the Set Skills menu, you can spend a party member's acquired SP to increase a skill's level by pressing the assigned **Level up** button. A skill is MAX level upon reaching level 3 and marked with a star.

## Class Skills

Unlike Character Skills, class skills can only be equipped in the separate panel labeled "Class ACTION/PASSIVE Skills", but regular skills can be assigned to class skill slots.

Once maxing a class skill, the character learned it and from this point on it can be equipped **even without the emblem equipped**.



## Equipment

### Weapons

Each party member can use a specific type of weapon unique to them. Weapons grant flat stat boosts to the party member's attributes. The weapon categories are:

- Swords
- Spears
- Bows
- Rapiers
- Guns
- Amulets
- Gunspears
- Katanas
- Great Swords
- Knuckles
- Anchors
- Cards

### Armor

Each party member can use specific armors. Usually, a character can wear armor from multiple categories. Armors grant flat stat boosts to the party member's attributes.

The armor categories are:

- Light Armor
- Heavy Armor
- Clothes
- Robes

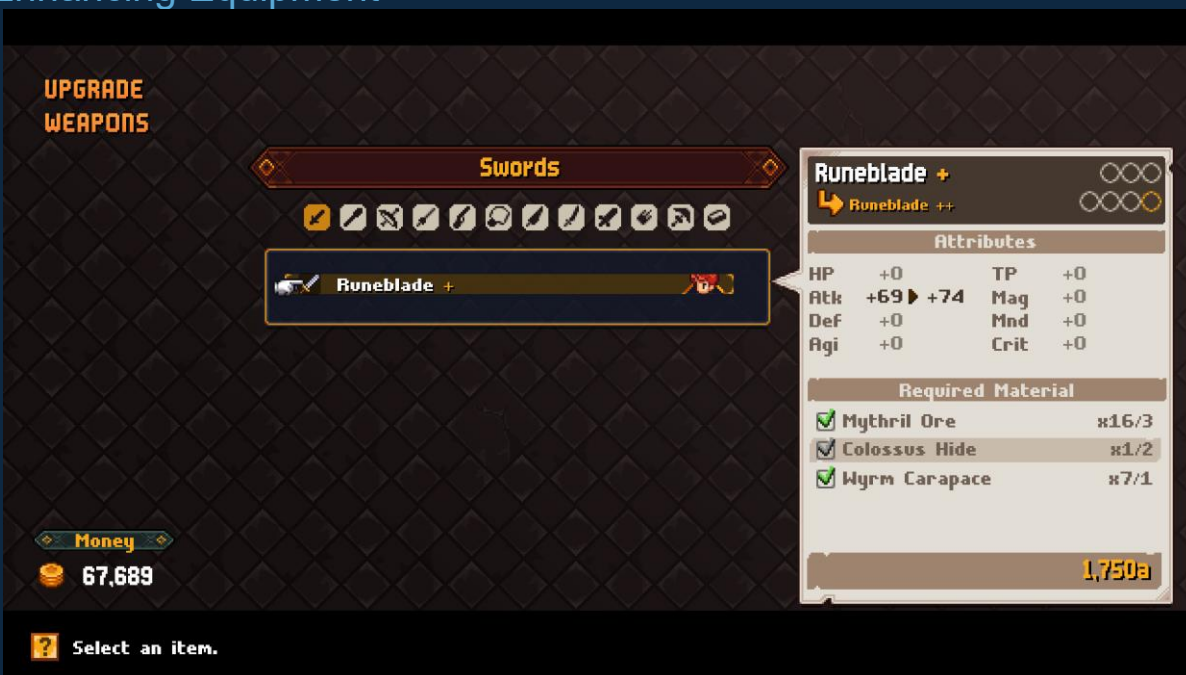
### Accessory

Each party member can wear one accessory. Aside from stat boosts, each accessory additionally grants a passive skill that does not need to be equipped in the Set Skills menu.

### Class Emblems

Each party member can wear one class emblem. Aside from stat boosts, each class emblem also grants two additional active and passive skills which then can be equipped in the Set Skills menu.

## Enhancing Equipment

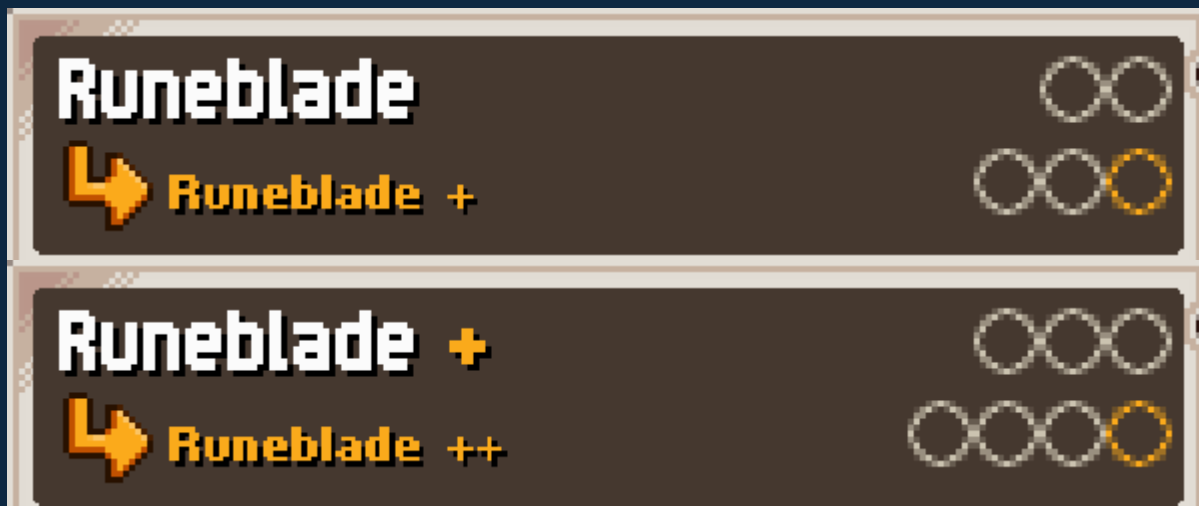


At an anvil, via the "Upgrade Armor" and "Upgrade Equipment" menus, you can enhance equipment to better versions. Each weapon and armor is enhanceable twice, indicated through a + and a ++.

In order to enhance weapons or armor, you need to provide the resources listed under "Required Material" and the amount of money specified.

## Crystal Slots

Additionally to flat stat increases, each weapon and armor upgrade also adds an additional crystal slot to it, allowing you to put larger or more crystals into them.



## Crystals



Crystals enhance weapon and armor abilities by providing additional passive skills to the party member using equipment with crystals in it. They can be very powerful and easily turn the outcome of a battle when set up right beforehand.

## Types

Crystals come in 4 types:

### Status

Grant passive skills that give bonuses on attributes or bonuses for wearing the equipment

### Offensive

Grant passive skills that enhance physical and magical attacks by adding properties, increasing their power or inflicting status effects

### Defensive

Grant passive skills that enhance defense by adding properties, increasing attributes, resistances or status effects

### Utility

Grant passive skills that greatly vary in effect



## Variations

Crystals come in 2 variations: Natural and artificial.

Artificial crystals are marked with an asterisk (\*) in front of the crystal's name.

When fusing crystals, the resulting crystal will always be artificial. Artificial crystals cannot be used as fuse crystals, only base crystals.

## Purity

Each crystal comes with a random purity level (P) to it. The higher the purity, the better crystals you can fuse with them.

## Rank

The crystal's rank is shown through roman numerals next to its name. It ranges from I to X, with X being the maximum rank a crystal can have, regardless of purity or size.

A crystal's passive skill becomes stronger with higher rank, in total 3 levels per skill. The required ranks for each level are:

**III:** Skill level 1

**V:** Skill level 2

**X:** Skill level 3

## Size

Each crystal comes in a random size between 1 and 3, indicated by small circles representing the amount of slots a crystal needs in an equipment piece.

The smaller the size and the higher the purity the better the crystal is for slotting and fusing.

## Fusing Crystals



You can combine / fuse crystals with the same passive skill on them.

When combining a crystal you choose a base crystal and a fuse crystal with purity (P) above 0 for either and confirm the fusion.

Only pure crystals can be used as fuse crystals. Artificial crystals (marked with an asterisk (\*) in front of the name) can only be used as base crystals.



After fusing two crystals, the resulting crystal:

- Will have the purity of the base crystal minus 1 (e.g. P3 -> P2) **regardless of the fuse crystal's purity.**
- Will have the sum of both crystal's rank (e.g. III + IV = VII)
- Will be the average size of both crystal's size (e.g. \* + \*\*\* = \*\*)
- Becomes an artificial crystal

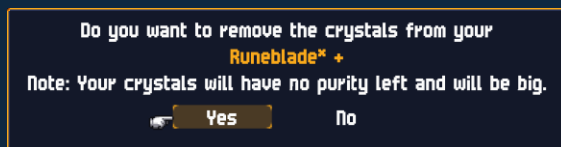
## Adding / Removing from Weapons / Armor



In order to add a crystal into a weapon or armor:

- The crystal needs to be rank III or higher
- The equipment needs to have the amount of crystal slots available / free for the crystal's size to fit

You can set multiple crystals into the same piece of equipment as long as the above requirements are met.



When removing a crystal from a piece of equipment, the crystal:

- Will get a purity of 0 (P0)
- Will get a size of 3 (\*\*\*)

When removing a pure crystal from weapon or armor, it can not be used as a base crystal for fusing anymore, **but as a fuse crystal.**

## Deals



Deals are unlockable by selling loot at a vendor.

Specific combinations of loot unlock new deals. Once you sell one of the loot required for a deal, you will get a notification informing you that new deals are available.



A deal's description tells you what you will get in return, more or less precise. Each deal shows which required loot you already sold at a vendor and which you still need to sell to unlock the deal. Additionally, the amount of money you need to pay for the deal is listed.

Deals are shared between all vendors that offer deals. If you sell loot to one vendor, you can continue selling loot and buy the deal at a different vendor.

## Map & Fast travel

Use the map of your current location to get an overview. The map also displays fast travel crystals and exits as well as quest markers for your convenience.



### Map Information

To display location info for exits on your map, toggle them using the "Show Location Info" button. To display quest info for quest markers, toggle them pressing the button used to display location info again.

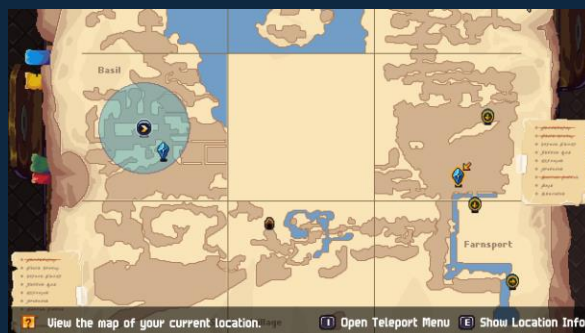
To hide all info, press the button again.

### Fast Travel

Fast traveling unlocks once you find a fast travel crystal.

To fast travel, open the map and then the fast travel menu to select your destination.

You can display quest info on the screen where you select a crystal to travel to.



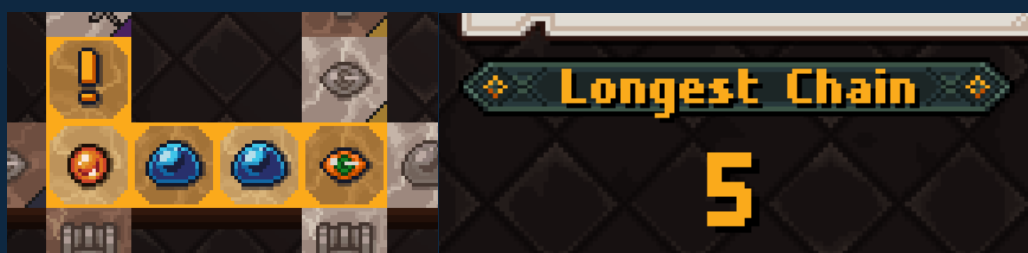
## Reward Board

Instead of getting side quests through NPCs, Chained Echoes has a reward board accessible through the main menu under Journal -> Reward Board, alternatively by pressing L2 / LT / L key while running around.

The reward board displays common tasks found in RPGs and gives you rewards in return. When you enter a new area, the tasks for that area are unlocked on the reward board automatically.

A task shows you its location, what you need to do and the rewards you get for them. Once you finish a task, the respective task is marked with a red dot on the board. You can then select it and claim the reward for it.

If at least two completed tasks are adjacent to each other horizontally and vertically, they will form a reward chain. The longest chain you currently have is displayed on the bottom left.



## Chain Rewards



Additionally to the task rewards, you get rewarded for making your reward chain longer. You can access the Chain Rewards with the "View Chain Rewards" button.

## FAQ

### Which button does [thing]?

On your controller press [Start], on your keyboard press P. This will bring up the Pause menu and show all your currently mapped buttons and what each button does.

### What does Oil, Dry etc. do?

Enemies with these debuffs receive increased damage ("weakness" is triggered).

Oil: Increases fire damage

Dry: Increases water damage

Heavy: Increases earth damage

Wet: Increases wind damage

### Are there missable trophies?

No.

### What are SP? How do I use them?

You gain Skill Points (SP) from battles. SP is automatically applied to a party member's equipped skills ("Set Skills" menu) but also additionally added to their separate SP pool. You can then spend SP to level up skills in that menu to make them stronger. Don't sit on 999SP! Spend them!

### What are these weird circle + arrow markings on the ground?

Each circle points at a hidden treasure's location with an arrow. If there is more than 1 arrow on a circle, only one points into the right direction, the others are fake. There are at least two circles on a map. Find the spot where both circles directions cross and press the action button. A hidden treasure lies there and you'll receive it.

### Can I respec / reset skills?

No.

### These ghosts are weird! What do I do?

The first attack you do to a ghost grants them a buff that makes them immune to that type of attack. They can become immune to physical or magical damage, but not both.

In order to defeat them, attack them with one type of attack, then defeat them with the other type.

### I can't access this location! I tried everything!

Continue the game, you will unlock ways to traverse maps differently and access new parts of the game this way.

### How does Sienna not get caught by the man having dinner?

In the part of the town, go to the very right of the map behind a house.

## Where is the Phioran couple?

The wife is to the south of Basil at the lighthouse. The husband is outside of Farnsport, to the south, you exit Farnsport to the north, head right, jump into the water and follow the river. He'll be swimming there.

## What is Hate? Why is this enemy only attacking the same party member?

It's this game's aggro mechanic. The more damage a party member does to an enemy the more hate they have against the party member and the likeliness of the enemy attacking them is increased.

## What does "Aggressiveness" mean in the options?

This option affects how often enemies use skills instead of regular attacks.

## How do I get to the Phyon Oasis?

On your controller press [Select], on your keyboard press K. You will enter your airship. The Phyon Oasis is northeast of Farnsport, in the desert.

## I can walk over this gap in the Kortara Mountains! Why?

This is intended, an NPC from the Adventurer's Guild tells you about invisible bridges in the mountains like that.

## How do I enable Playstation buttons ingame? I only have XBOX ones.

In Steam, go to: Game properties -> Controller -> Disable Steam Input



# In-Depth Character Guide

GLENN

## OVERVIEW AND ATRIBUTES ,



As the main character, Glenn is the most balanced character in the cast, with a decent array of offensive and defensive abilities, making him a mixed fighter of sorts. He can work as a budget tank since he has access to a taunt (**Decoy**) and **Defense Stance** (increases defense at the expense of decreasing attack), but works formidably well as a damage dealer.

At heart, Glenn is the game's "Breaker", as he has access to abilities that can decrease enemy offensive and/or defensive stats, which can turn the tide of battles. His Ultra Move, **Power Armor Salvo**, and his **All Break** ability both apply all detrimental debuffs except for lowering agility; the Ultra Move is notable as it hits all enemies.

### Strengths

- Fits the typical fighter archetype: versatile at pretty much everything.
- Boasts high offensive and defensive stats.
- Third highest HP.
- Second highest ATK.
- Third highest DEF, tied with Raphael.
- Third highest AGI, tied with Tomke.
- Can be played as hybrid tank / damage dealer.
- Has access to powerful Break abilities to cripple enemy stats.
- Has one of the most useful Ultra Moves in the game.
- Amazing self-sustain in the endgame thanks to HP Drain combined with his already high attack.

### Weaknesses

- Not very reliable as a dedicated tank since he has no innate abilities to increase Hate other than **Decoy**.
- Mostly single-target damage aside from his Ultra Move and Whirlwind Slash (which is obtained much later in the game). Certain abilities from Class Emblems can remedy this.
- Has the fourth lowest TP, meaning he'll starve really fast when using abilities in quick succession.

GLENN

## RECOMMENDED ABILITIES



### Baseline

- **Armor Break / Arms Break / All Break:** Glenn's bread and butter is his stat debuff abilities, which makes him a must for boss fights. Once you get All Break, you can forgo the other two.
- **Cross Slash:** his most reliable damaging ability. Hits like a truck, and has direct synergy with HP Drain, which can make him nearly unkillable.
- **Lend Energy:** incredibly useful to help fuel your main damage dealers and supports. Even though Glenn tends to burn through skills very fast himself, there still plenty of value in this ability.
- **Whirlwind Slash:** pretty decent area-of-effect ability with a pretty cool animation, and when combined with HP Drain means he can top his healthbar easily while fighting multiple opponents.
- **HP Drain:** deal damage, recover health. Simple as that. The beauty of this passive is that it works with multi-hit moves and also area-of-effect, meaning you'll gain HP per hit and/or enemy hit. This even works with his Ultra Move.

### Class Abilities

- **Ether Sucker:** from Vampire. Useful on all characters, period.
- **Drunken Master:** from Monk. Works fine equipped on any character, but since Glenn tends to have free ability slots in the endgame, it's a pretty decent filler ability.
- **Power Swing:** from Warrior. Useful for normal battles against multiple opponents. Keep this on him until you unlock Whirlwind Slash later in the game.
- **Blindman's Buff:** from the Gambler. Can be useful in certain fights with multiple targets, but its reliance on RNG makes it less desirable. Still a pretty decent filler skill. Can fully heal Glenn if you get at least 3 hits when combined with HP Drain.
- **HP Sacrifice:** from Vampire. A passive skill where you lose 5% of your HP but deal 5% more damage (up to 15% when maxed). Combining this with HP drain means you'll never be a disadvantage, and the extra +15% damage is juicy.

### Crystals

- **Break Extender:** you'll absolutely want this on Glenn, maxed, since it guarantees 100% of extending any existing Break debuff for 3 additional turns. The beauty of this is that it works with area-of-effect skills, such as **Whirlwind Slash**, allowing you to extend it on multiple enemies. With this crystal you pretty much only need to use All Break once in the entire fight as long Glenn continues to attack.
- **ATK Up:** Glenn already hits pretty hard, so further increasing his ATK is a no-brainer.
- **Dry Strike:** this is a filler crystal that can be useful for a certain combo involving Lenne and Victor that will be discussed later in their sections.

GLENN

## SKILL ACQUISITION GUIDE



### Early Game

Glenn starts with a solid kit: **Cross Slash** and **Armor Break** being the bulk of his character through the entire game. **Oil Slash** is quite useful with Lenne's **Fire Thrust** for some extra damage.

Focus your points on getting **Lend Energy** as soon as possible, while spreading points on stat bonuses (HP, ATK and DEF) and getting passives such as HP Up and ATK Up. I recommend giving him the Warrior Class Emblem as soon as you get it. He is one of the best characters for it.

### Mid Game

Glenn (and Kylian, until **he leaves the party**) will be your frontline fighters for quite a while until you get Egyl. While Glenn can be built into a tank of sorts since he's the first character to get a taunt in the form of **Decoy**, I'd advise against it. The taunt system as a whole is not very reliable even for the dedicated tanks (Egyl and Raphael) who have ways to increase Hate, so I'd skip on making Glenn one. Picking **Decoy** is decent, however, in order to (attempt) keep enemy attention away from your more frail characters.

Once Egyl enters the party, you can focus on maximizing Glenn's offensive capabilities and utility. I recommend getting **Restrain** and **Counter Attack** as soon as you can. The Stance abilities are useful; I usually roll with **Attack Stance** to maximize his damage.

At this point you can swap the Warrior Class Emblem for the Monk to give him tons of HP and AGI, if you want. He can be kept as a Warrior through the whole game, however, since the stat bonuses are pretty good for him.

### End Game

Glenn truly becomes an unkillable powerhouse in the endgame. Get **All Break** first and foremost, followed by **HP Drain**, **Shield Ally**, and **Whirlwind Slash**. With **Cross Slash** + **HP Drain** he can top his health in boss fights without any issues, making him incredibly self-sufficient.

Focus on giving Glenn all the ATK Up passives he can, and he'll be hitting hard, healing himself hard, counter attacking hard, all while taking damage for his allies and healing back anyway. This pretty much makes him the best tank in the game without actually tanking and taunting.

For accessories, Reaction Armlet (30% of counter attack chance) can be stacked with the Counter Attack passive for whopping 80% counter attack chance. Otherwise, Bracelet of Power (+20% ATK) works just fine. Alternatively, you can give him Knight's Honor (which gives the Warcry passive, increasing Hate at the start of the fight) so he can soft-tank.

LENNE

## OVERVIEW AND ATRIBUTES ,



Despite her weapon of choice, Lenne is a pure magic-based attacker, boasting among the highest MAG stat in the game, on top of very high TP (meaning she can spam skills at will). Lenne is all about exploiting the enemies' elemental weaknesses, as she is able to inflict damage of all elements except for Light and Dark (initially).

Lenne has fantastic synergy with Victor in the endgame, having a potent combo in the form of her Coat skills plus his **Efreets Song** or **A Sylph's Tale**, which allows for the entire team to hit for weakness damage all the time. Add any Strike skills into the mix (Oil, Heavy, etc.) and you'll be dealing even more damage.

On top of that, Lenne can break in the ten thousand (!!!) of damage with the right setups, namely **Third Eye** and **Elemental Pact**. Add other buffs from other party members into the mix and she'll nuke anything.

I like to call Lenne a "Magic Dragoon" since she fits a bit of the archetype of the Dragoon Job from the Final Fantasy series (she even has Jump skills) while having her own spin with magic damage.

### Strengths

- Magic Attacker focused on exploiting elemental weaknesses.
- Has one of the highest damage-output potential in the entire game, alongside Sienna and Ba'Thraz.
- Second highest MAG, tied with Ba'Thraz.
- Second highest TP.
- Has both single-target and area-of-effect skills.
- Has access to the Coat skills, that can imbue the whole party with elemental damage.
- One of the few characters who can remove enemy's buffs (**Cleanse**).

### Weaknesses

- Some of the lowest defensive stats (HP, DEF and MND) in the cast.
- Below average AGI means she needs buffs to get more turns.



LENNE

## RECOMMENDED ABILITIES



### Baseline

- **Cleanse:** on demand enemy buff removal. Lenne starts with Cleanse, and should keep it equipped for the whole game. Not many enemies can buff themselves, but when they do, Lenne can easily get rid of them.
- **Third Eye:** one of the sources of Lenne's nuke, increasing her next attack by +125% damage (up to 150% when maxed). It's double-edged sword as her DEF and MND are reduced by 25% (which is detrimental considering her already low defensive stats) but the extra damage compensates it. She can one shot most enemies in the game with this when exploiting elemental weaknesses.
- **Water / Fire / Wind Coat:** enables the party to deal elemental damage, which can be exploited with Victor's aforementioned elemental songs.
- **Heaven's Tear:** arguably Lenne's most potent skill, as it'll always deal damage based on the enemy's current elemental weakness. Equip this and you can forgo her Water / Fire / Wind Thrusts. Sadly there is no area-of-effect version of this skill.
- **Elemental Pact:** Consumes all TP and the next 3 magical attacks deal +100% damage (up to 150% when maxed). This might sound counter-intuitive, but with TP Regen and by simply using a item or Glenn's **Lend Energy** she can be back on her feet. Combine this with **Third Eye** for some really crazy damage.
- **TP Sacrifice:** lose 10 TP but deals 5% more damage (when maxed you lose 5 TP and deal 15% more damage). This passive synergizes absurdly well with Lenne as her TP pool is already among the highest in the game.

### Class Abilities

- **Firestorm / Earthstream Spirit:** from Summoner. Synergizes extremely well with her kit since the damage scales with MAG. This ability can be equipped on pretty much any character as it has no set duration and adds extra damage on every turn.
- **Elite's Magic:** from Sage, which is an exclusive *Ashes of Elrant* Class Emblem. Increases MAG by 15% (25% when maxed) for self; has no set duration and lasts until KO'ed or the battle is over.

### Crystals

- **MAG Up:** stack those and Lenne will be hitting even harder. No-brainer choice. There is actually a diminishing return when stacking these stat up crystals, though.
- **CRIT Up:** with the Magic Poleyns accessory Lenne's Magic Abilities can crit, so raising her crit chance is really useful.
- **HP / DEF / MDN Up:** considering Lenne's low defensive stats, trying to circumvent with crystals is a good idea, though I prefer maximizing her MAG so she can just kill things faster.
- **Specialist:** Lenne will pretty much always be hitting for weakness damage, so having this allows for more Ultra Moves per boss battle.
- **HP Drain:** very straightforward. Hit enemy, get HP. The amount seems to scale with damage done, so the harder you hit, the more you heal. Useful on pretty much all characters.



LENNE

## SKILL ACQUISITION GUIDE



### Early Game

Lenne starts with all her Thrust abilities available (though not all learned by default), plus **Cleanse**, which is pretty solid. Focus your points on bonus MAG to enable her damage from the start, and also on HP and DEF since she's lacking in that department.

### Mid Game

On tier 2 she gains access to her Jump abilities, which are good for normal battles. But more importantly, she can learn **Third Eye**, which should be your top priority. Other than that, focus on the usual: more MAG, HP and DEF.

On tier 3 she'll gain access to the Coat skills. I usually stick with **Fire Coat** so I can combo with Victor's **Efreets Song** and Glenn's **Oil Strike** for some really nasty damage potential.

By this time you should have access to Shaman and/or Summoner Class Emblems. Either one works on Lenne. I like giving her the Shaman Emblem first so she can learn MAG Up, then Summoner for the Firestorm / Earthstream Spirits, then give her back Shaman since it has higher MAG bonuses.

### End Game

On the final tier Lenne finally gains access to her most potent ability: **Heaven's Tear**. Once you get this you can get rid of all the other Thrust skills, freeing slots for other abilities. She also gains access to **Elemental Pact** and TP Sacrifice, which further enable her damage.

Once you unlock the Advanced Class Emblems, give her Pyromancer to maximize her MAG bonuses. In the *Ashes of Elrant* DLC, the Sage Emblem is basically a souped up version of the Pyromancer in terms of stats, being her best one.

For accessories, the best one for Lenne is Magic Poleyns, which allows Magic Attacks to crit. While Lenne's crit chance is nowhere as high as Sienna's, she still has the second highest crit chance (tied with Victor and Magnolia).

ROBB

## OVERVIEW AND ATRIBUTES ,



Robb is a very underrated character. Most people say he's bad (in a way, he kinda is), but he actually brings a lot to the table in the form of many his status effects abilities. He has the very rare **Leg Shot**, which reduces enemy's AGI, arguably one of the most important debuffs in the game; other than him, only Kylian has it through his Leg Sweep (and since he **leaves the party later, that makes Robb's far more valuable** ).

Outside of Crystals and certain Class abilities, Robb is the only character that can directly inflict Poison and Toxic, on top of his very useful **Pandemic** skill which spreads those status effects to all enemies.

On top of that, Robb also has Trap abilities where he places it on one of his allies, and if said ally is attacked by the enemy, it triggers the trap, dealing damage or inflicting status effects. There is even an exclusive accessory to him, called Leaf Hood, which gives a chance for the trap to not disappear after triggering.

Robb's Ultra Move, **Nature's Springwell**, is very useful in boss fights where enemies inflict various debuffs, as it not only removes debuffs from the entire party, it raises their resistance while also removing the enemies' own resistances.

### Strengths

- Can cripple enemies with a variety of status effects.
- Traps are very useful when used in tandem with a tank.
- Ultra Move is loaded with utility.
- Can deal very high damage with **Charging**.
- Has skills to cure status effects.
- One of the few characters with the **Increase Drops** passive.

### Weaknesses

- Mediocre to poor stats across the board.
- Very low damage outside of **Charging**.
- His niche as can be filled by other characters by using status effect Crystals and multi-hit attacks.

ROBB

## RECOMMENDED ABILITIES



### Baseline

- **Leg Shot:** AGI is the most important stat in the game, and crippling your enemy's means less turns for them. This should always be the very first skill Robb uses.
- **Explosive / Ailment Trap:** this former can deal surprisingly high damage when maxed (multiplier of 3x) while the latter can inflict up to 3 random debuffs that cannot be resisted. Very handy!
- **Poison / Toxic Shot:** while both are damage-over-time effects, they actually stack! So having both Poison Shot and Toxic Shot is very useful, especially with Pandemic.
- **Herbal Medicine / Naturopathy** not many enemies can inflict debuffs, but it's useful to on demand cleanses.
- **Nature's Mirror:** this is potentially one of the most powerful buffs in the entire game, granting stat buff whose potency increases the more debuffs enemies have. The only issues is that it can only be used once per battle, and the stat picked is random. Great to use after Glenn's Ultra Move against multiple enemies.
- **Soul Parasite:** reduces the enemy's resistance to all elements. The beauty of this skill is that it stacks with other resistance down debuffs (such as the ones from Victor). Great for enabling Lenne's damage.

### Class Abilities

- **Suspicious Darts:** from Gambler. When maxed this skill has 100% chance of inflicting Poison, Paralyze, Blind or Silence on ALL enemies. This skill works on any character, but it's a great filler skill on Robb and frees more slots for him.

### Crystals

- **AGI Up:** ideally you want Robb to drop all his detrimental debuffs and swap him for someone else, so having high AGI is key.
- **Status Extender:** at max level, all the Extender Crystals have a 100% chance. Sleep / Paralyze Extender are amazing on Robb, for instance.
- **HP Drain:** very straightforward. Hit enemy, get HP. The amount seems to scale with damage done, so the harder you hit, the more you heal. Useful on pretty much all characters.

ROBB

## SKILL ACQUISITION GUIDE



### Early Game

Robb starts with a solid kit, with **Poison Shot** and **Pandemic** being available right off the bat (though not learned by default). Get AGI Up so he can act faster, and spend points on defensive stats. Use spare points for **Explosive Trap**.

### Mid Game

On tier 2 he gains access to **Paralyze Shot** and **Charging**, the latter vastly improving his damage output and performance. On tier 3 get **Toxic Shot** and **Leg Shot** as soon as possible, all while focusing on improving his HP and AGI. **Increased Drops** is also a must for farming materials and loot.

You shouldn't have enough Class Emblems for all available characters, but if you really want Robb equipped with one, Monk (for more AGI and HP) or Warrior (for more balanced stats).

### End Game

On the final tier get **Soul Parasite** and **Nature's Mirror**, and focus on his stats. **Sleep Powder** is really good too, especially if you have the Sleep Extender Crystal. By now you should have the Advanced Class Emblems unlocked, so I strongly recommend having him learn **Suspicious Darts** from the Gambler.

For accessories, if you use his Traps often, then Leaf Hood is a must. Otherwise, he works fine with anything. Accessories that increase AGI are valuable to give him faster turns.

In the *Ashes of Elrand* DLC, you can find an accessory called Poison Formula, right at the start. It increases poison damage by whopping 200%.

**VICTOR**

## OVERVIEW AND ATRIBUTES ,



Victor is the first support you get, and I dare to say he is all you need. His kit is loaded with unmatched utility. He can buff, he can heal, he can debuff, he can deal magic damage, he can lower resistances. He's possibly the most useful character in battle and you'll never want to fight without him.

He's mostly valuable for his **Valor Minuet** and **Healing Hymn**, which grant TP and HP regen, respectively, and should be the very first buffs to cast at the start of any battle. Additionally, he can pretty much top any character with **Healing Hymn** if equipped with the Holy Symbol accessory (all healing increased by 50%).

His Ultra Move, Cosmos Orchestra, is incredibly useful as it restores a lot of TP for the whole party, on top of granting TP and HP regen.

### Strengths

- Fits the typical bard archetype: lots and lots utility.
- Has some of the most useful buffs and debuffs in the game.
- The definitive support, fitting in any team composition.
- Third highest MND.
- Fourth highest TP.
- Very useful Ultra Move.

### Weaknesses

- All his other stats except for MND and TP are mediocre to low.
- Lowest AGI in the game, tied with Magnolia.



## VICTOR

# RECOMMENDED ABILITIES



## Baseline

- **Valor Minuet:** one of Victor most important buffs. TP Regen is a must for long fights, and your most potent fighters (Glenn, Sienna, Lenne) will often burn down their TP fast.
- **Healing Hymn:** incredibly useful to keep everyone in mint condition through the whole battle. If Victor stacks a lot of MND and has the Holy Symbol equipped, a single tick can pretty much fully heal any character.
- **Heroic Ode:** this is his best buff, pretty much increasing bonuses to all stats, and will completely replace his **Poetic March** and **Requiem** later in the game.
- **Shield Mazurka:** great emergency shield for incoming hard-hitting moves.
- **Efrete's Song / A Sylph's Tale:** as aforementioned, Victor has a really powerful combo with Lenne by using either of these abilities and having her use the corresponding Coat ability, to allow the entire party to hit for weakness damage.

## Class Abilities

- **Heal All:** from Cleric. Victor has no innate area-of-effect direct healing spell, so this is a must.
- **Awaken Spirit:** from Cleric. Resurrection spells are always useful in clutch moments, and Victor also has no innate reviving ability.
- **Drunken Master:** from Monk. Works fine equipped on any character, and since Victor has a pretty low AGI already, this works wonders on him; ideally, this should be equipped on a faster character so Victor can drop his other, more important buffs.
- **Firestorm / Earthstream Spirit:** from Summoner. Allows Victor to put some offensive pressure while he's busy handling buffs and healing the party. This ability can be equipped on pretty much any character as it has no set duration and adds extra damage on every turn.

## Crystals

- **MND Up:** the most important stat for healers as it affects the potency of healing spells, so stack that on him!
- **AGI Up:** helps remedy Victor's low AGI.
- **CRIT Up:** if you plan on equipping Victor with the Healing Belt, this is a must.

**VICTOR**

## SKILL ACQUISITION GUIDE



### Early Game

Victor starts strong with **Valor Minuet** and **Poetic March**, which will carry you through most of the early game content. Focus on improving his HP, MND and DEF.

The Cleric is the very first Class Emblem you'll unlock. Equip it on Victor and never look back. It's the best one for him, by far.

### Mid Game

On tier 2, get **Healing Hymn**, **Shield Mazurka** and **Requiem**. Tier 3 is pretty underwhelming in the active ability category (**Bee Sting** is interesting though), but it has the very valuable **TP Cost Down** passive. Use the spare points on his stats afterwards.

### End Game

Once you reach the final tier, get **Heroic Ode** right off the bat, and you can forgo **Poetic March** and **Requiem**. Then get either **Efreet's Song** or **A Sylph's Tale** and improve the rest of his stats.

For accessories, as aforementioned, Holy Symbol is great on him, increasing healing effects by 50%. Alternatively, Healing Belt (heals can crit) is really good, though I personally prefer to keep that on Amalia.

SIENNA

## OVERVIEW AND ATRIBUTES



Sienna is arguably one of the most powerful characters in the cast, if not the most. Her damage output and speed are second to none, and she can even solo the secret super boss, with proper setup. She can reach whopping +80% critical chance with a combination of equipment, passives and crystals, not counting in-battle buffs, meaning she'll ALWAYS crit. With her superior speed she can have many turns before the enemies and allies alike.

She has access to **Pilfer**, which allows to steal items from enemies. While the Bandit Class Emblem also has a stealing ability (**Easy Robbery**), Sienna's **Pilfer** is vastly superior as at rank 3 it has 100% chance, as opposed to **Easy Robbery**'s 60% chance.

Sienna has a unique mechanic where certain abilities have a chance to proc her Petal Storm buff, which allows her to use said ability (if equipped). This is quite potent in the early game until she learns **Dragonfang**, with a damage multiplier of x3.4, one of the highest in the game tied with her own **Iaijutsu**.

She can actually be built into a dodge / counter tank, which can be useful in fights where bosses use mostly physical attacks.

### Strengths

- Fits a mix of Samurai / Thief archetype: lots of speed and high damage, and ability to steal from enemies.
- Has one of the highest damage-output potential in the entire game, alongside Lenne and Ba'Thraz.
- Boasts high offensive and defensive stats.
- Highest AGI and CRIT in the base game.
- The only character capable of reaching 100% CRIT.
- Her stealing is guaranteed at max rank.
- Has plenty ways to increase her AGI and dodge rate.
- Powerful Ultra Move that increases her CRIT.

### Weaknesses

- Has the third lowest TP, tied with Robb. Given that Sienna takes a lot of turns due to her high AGI, she can quickly burn her skills.
- She is so fast that the Overdrive gauge will rise a lot if there are no skills types available to Sienna for lowering it.
- Nearly all her buffs except of **Nukitsuke** are selfish, only applied to her.
- Petal Storm's proc is too RNG based to be relied on.

SIENNA

## RECOMMENDED ABILITIES



### Baseline

- **Petal Storm:** very potent skill, especially in the early game, solidifying Sienna as a nuke character right off the bat. The drawback is that it can only be used once Sienna gets a proc of the Petal Storm buff when using certain abilities. Becomes less useful in the endgame since **Dragonfang** is superior once Sienna hits higher AGI.
- **Yoko Giri:** useful through pretty much the whole game, as area-of-effect is always good for normal battles. The chance of triggering Petal Storm is increased per enemy hit.
- **Pilfer:** while there are no exclusive items obtained through stealing in the main (mostly loot and materials), it's nevertheless a useful ability to have equipped pretty much at all times. In the *Ashes of Elrant* DLC, her Pilfer becomes mandatory as you can now get Crystals directly from enemies by stealing or as a random drop.
- **X-Slash:** until the player gets Mikah, X-Slash is the only source for Bleed damage. This stacks with other damage-over-time effects (Poison and Toxic).
- **Blade Reflection:** an emergency panic ability to inflict Blind on all enemies. Sadly it can only be used once per battle.
- **Nukitsuke:** one of Sienna's most important abilities, granting +15% CRIT for the whole party. While additional ranks don't increase the effect, they increase the number of turns for the buff.
- **Quickstep:** possibly Sienna's most important self-buff. It increases her AGI by 35% until being hit (whopping +75% on max rank). This makes her a speed-demon, and she can circumvent the drawback with...
- **Shadow Step:** gives Sienna two dodge charges to avoid physical attacks, useful to keep her Quickstep active at all times. And in addition, she can also use...
- **Calm Water:** increases her chance to dodge, and it scales with her AGI, meaning it has direct synergy with Quickstep. Truly formidable!
- **Dragonfang:** this ability is the culmination of Sienna's potential. She can deal up to 5 hits, and the chance increases with her AGI. So with Quickstep + Drunken Master she can guarantee 5 hits all the time.

### Class Abilities

- **Ether Sucker:** from Vampire. Sienna has one of the lowest TP and burns skills fast, so this is especially valuable on her.
- **HP Sacrifice:** from Vampire. A passive skill where you lose 5% of your HP but deal 5% more damage (up to 15% when maxed).
- **Search:** from Chemist. Obtains a random item. Since Sienna is really fast this is good to spam on non-dangerous fights when trying to farm items and save money.
- **Elite's Strength:** from Sovereign, which is an exclusive *Ashes of Elrant* Class Emblem. Increases ATK by 15% (25% when maxed) for self; has no set duration and lasts until KO'ed or the battle is over.
- **Follow-up:** from Sovereign, which is an exclusive *Ashes of Elrant* Class Emblem. It increases damage with every critical hit, up to +15%. This is a non-brainer for Sienna and boosts her already impressive damage. With Dragonfang and +90% CRIT she can easily maximize her damage.

### Crystals

- **CRIT Damage Up:** with her whopping 80% crit, she can hit even harder!
- **AGI Up:** more AGI means more turns, more damage, higher dodge chance and more hits on **Dragonfang**.
- **ATK Up:** to hit even harder!
- **HP Drain:** very straightforward. Hit enemy, get HP. The amount seems to scale with damage done, so the harder you hit, the more you heal. Useful on pretty much all characters.



**SIENNA**

## SKILL ACQUISITION GUIDE



### Early Game

Sienna starts strong, with Petal Storm being a priority to learn. Focus on improving her AGI, CRIT and TP.

### Mid Game

On tier 2 Sienna already hits her first powerspike. Get **Nukitsuke** as soon as possible, and continue to focus on her AGI. Getting Increased Rare Drops is also very useful for material farming.

On tier 3, you're pretty much set for the rest of the game. Get **Shadowstep** and **Dragonfang** and Sienna will start doing big numbers.

For Class Emblems, either Warrior, Bandit or Monk are good picks for her for now.

### End Game

All that is left in the final tier is getting **Quickstep** and **Calm Water** and Sienna becomes a monster. Max her stats after that and you're set.

As for Class Emblems, Gambler is the best for her because of the extra CRIT chance, but in the *Ashes of Elrant* DLC she also goes great with Soverign, which increases all stats by a large amount (essentially a better version of the Mage Warrior), or the False Hero, which grants a large amount of ATK and HP.

For accessories, Life Thread (+15% CRIT) is pretty much mandatory for her. Otherwise give her anything that increases her AGI.



## BA'THRAZ

# OVERVIEW AND ATRIBUTES ,



Ba'Thraz is, in a similar way to Lenne, a magic-based attacker, though being a mixed fighter of sorts. His unique mechanic is the "Weapon Summon" system, where his magic and physical abilities will grant him a stack, up to 3 (up to 6 later in the game), and he can consume these stacks on certain abilities, to either deal neutral magic damage or recover HP or TP.

Unlike Lenne, Ba'Thraz deals damage with Light and Dark elements, as well physical. He has his own methods for nuking, though potentially more dangerous (for himself), giving him a true definition of a glass cannon. With **Berserker**, **Heaven or Hell** and other party buffs, he can even outdamage Lenne with his Ultra Move.

Because of the way Ba'Thraz's kit functions, it's not worth using other offensive spells from the Class Emblems since they won't contribute for his weapon stacking.

## Strengths

- Magic Attacker focused on building stacks and release them for more damage or added utility.
- Has one of the highest damage-output potential in the entire game, alongside Lenne and Sienna.
- Second highest MAG, tied with Lenne.
- Highest TP, tied with Amalia.
- Has both single-target and area-of-effect skills.
- True definition of a glass cannon.
- One of the few characters who can remove enemy's buffs (**Dispel**).
- Shines in either quick normal battles or extended boss fights.
- His Ultra Move is potentially the most damaging attack in the game, as one of the few that deal multiple hits.

## Weaknesses

- Below average defensive stats, on top of using robes, makes him very frail.
- Fourth lowest ATK means his physical abilities are not worth using.
- Loses all his weapon stacks if he dies.
- Competes with Lenne for class emblems and accessories.

## BA'THRAZ

# RECOMMENDED ABILITIES



### Baseline

- **Summoned Attack:** the core of Ba'Thraz's kit, allowing him to deal very high burst damage based on the number of weapons stacks he gets from using other abilities.
- **Light Claymore / Sword:** bread and butter of his kit, alongside the Dark-based skills.
- **Dark Spear / Scythe:** bread and butter of his kit, alongside the Light-based skills.
- **Berserker:** unlike Lenne's **Third Eye**, **Berserker** lasts for several turns. It's a true double-edged sword as Ba'Thraz both deals and takes x1.5 increased damage. Because of that, having means to mitigate damage or a tank is valuable to keep him safe. Ideally you'll want to pop **Berserker** right before using **Summoned Attack**.
- **Summoned Ether / Heal:** this turns Ba'Thraz into a potent situational support, allowing him to replenish TP or HP by consuming his weapon stacks.
- **Heaven or Hell:** with proper setup, combining multiple buffs, on top of **Berserker** and this one, allows Ba'Thraz to deal the most damage in the game in a single turn with his Ultra Move. In addition, he can *actually* survive after three turns if he's at full health while equipped with **Silver Lining**.
- **Dispel:** on demand enemy buff removal. You'll usually have Lenne with her own Cleanse, since Ba'Thraz needs all his slots for offensive spells and buffs. Not many enemies can buff themselves, but when they do, Ba'Thraz can easily get rid of them.
- **Silver Lining:** a passive that allows surviving lethal attacks when at full HP. This is a great way to circumvent the use of **Berserker**.
- **Summon Effects+:** a passive increases the number of stacks of summoned weapons, 1 per level (up to 3 additional weapons summoned, totallizing 6).

### Class Abilities

- **Firestorm / Earthstream Spirit:** from Summoner. Synergizes extremely well with his kit since the damage scales with MAG. This ability can be equipped on pretty much any character as it has no set duration and adds extra damage on every turn.

### Crystals

- **MAG Up:** stack those and Ba'Thraz will be hitting even harder. No-brainer choice. There is actually a diminishing return when stacking these stat up crystals, though.
- **HP Drain:** very straightforward. Hit enemy, get HP. The amount seems to scale with damage done, so the harder you hit, the more you heal. Useful on pretty much all characters.

### Accessories

- **Magic Poleyns:** Magical skills can now deal critical hit.
- **Heavently Ring:** reduces the cost of all skills by 20%.

BA'THRAZ

## SKILL ACQUISITION GUIDE



### Mid Game

By the time you recruit Ba'Thraz you'll have access to tier 2 already. Don't even bother with his physical skills since he has a very low ATK. Focus on getting **Berserker**, **Light Sword** and **Dark Scythe**. Dump the rest of the points on MAG, HP and DEF.

As for Class Emblems, Shaman or Summoner work the best.

### End Game

On the final tier, get **Heaven or Hell** and **Summoned Effects+** right off the bat, and dump the rest of the points on improving stats.

Once you unlock the Advanced Class Emblems, you can equip him with Pyromancer to maximize his MAG bonuses. In the *Ashes of Elrant* DLC, the Sage Emblem is basically a souped up version of the Pyromancer in terms of stats, being his best one.

For accessories, the best one for Ba'Thraz is Magic Poleyns, which allows Magic Attacks to crit. Again, he'll be competing with Lenne for that.

AMALIA

## OVERVIEW AND ATRIBUTES



Amalia is the fully dedicated healer of the game. While lacking the buff potential of Victor, she compensates by having a wide array of healing spells, including mass resurrection. On top of that, she has an innate "minion" (similar to Shaman's Spirits) in the form of her dog, Cres, which will deal damage each turn, while also being able to heal the party too with certain skills.

Her Ultra Move, **Howl of Healing**, fully restores the party's HP on top of resurrecting any dead party member, being a great emergency button.

### Strengths

- Fits the typical healer / medic archetype: primarily healing spells.
- Highest MND.
- Highest TP, tied with Ba'Thraz.
- Average MAG.
- Can mass resurrect with both her **Raise All** as well her Ultra Move, **Howl of Healing**.

### Weaknesses

- All her other stats except for MND, TP and MAG are among the lowest in the game.
- Low HP and DEF makes her incredibly frail.
- Very limited offensive capabilities.
- Unable to use Summoner's Spirits because of Cres counting as a minion and being active 100% of the time.

AMALIA

## RECOMMENDED ABILITIES



### Baseline

- **Heal / Heal All:** pretty straightforward, single target and area-of-effect heals.
- **Raise / Raise All:** single target and area-of-effect resurrection.
- **Revival:** grants Reraise, instantly reviving a character if they die. Very useful for Ba'Thraz's Heaven or Hell.
- **Concentration:** recovers 80 TP to self. Amalia already has the highest TP in the game and will rarely run out of steam, but this is useful nevertheless.
- **Shield / Aura:** gives the whole party physical and magical resistance, respectively.
- **Cres Command:** switches Cres between healing and attack mode. Cres' damage scales of Amalia's own ATK, so it's not the greatest; keeping him in healing mode is more useful overall.
- **Cres Transform:** empowers Cres depending on which mode he is in.
- **Silver Lining:** Amalia is a very frail character, so having an emergency survival ability is very useful.

### Class Abilities

- **Drunken Master:** from Monk. Works fine equipped on any character, and it's a pretty decent filler ability.

### Crystals

- **MND Up:** the most important stat for healers as it affects the potency of healing spells, so stack that on her!
- **AGI Up:** helps remedy Amalia's low AGI.
- **CRIT Up:** if you plan on equipping Amalia with the Healing Belt, this is a must.

### Accessories

- **Healing Belt:** healing can now critical hit.
- **Holy Symbol:** increases all healing effects by 50%; this includes the effects from Life Drain.
- **Rubber Duck:** grants immunity to all status ailments.

**AMALIA**

## SKILL ACQUISITION GUIDE



### Mid Game

By the time you recruit Amalia you'll have access to tier 2 already (maybe even tier 3, I honestly can't remember). Don't even bother with any offensive physical skills since she the lowest ATK in the cast. Focus on getting **Shield**, **Aura** and **TP Cost Down**. Dump the rest of the points on MIND, HP and DEF.

If you plan on using Amalia instead of Victor as your main support (I wouldn't), you can give her the Cleric Class Emblem. Otherwise, Mage Warrior is not bad as it raises all her stats (which is good considering she is lacking on nearly everything).

### End Game

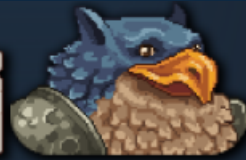
Once you reach the final tier, get **Raise All**, **Revival** and **Silver Lining** and improve the rest of his stats. If you do want her to have some kind of direct offensive power, just give her a Class Emblem Spell, since her physical abilities are not worth.

For accessories, Holy Symbol is great for her, increasing healing effects by 50% (I do prefer this on Victor, though). Alternatively, Healing Belt (heals can crit) is really good, but you'll have to improve her CRIT a bit with crystals, skills or in-battle abilities.



EGYL

## OVERVIEW AND ATRIBUTES ,



Egyl is the first dedicated tank you'll get. He focus mostly on mitigating physical damage, but works fine as a main tank for any content, given his high defensive stats, especially HP. Unlike Glenn's **Decoy**, his **Attention!** affects all enemies, making aggro control more reliable. On top of that, Egyl has plenty of self healing abilities, making him incredibly resilient and self sustainable.

Given Egyl's low AGI, he can be put in the reserve and linked to a faster character and swapped at the start of the battle to taunt enemies.

### Strengths

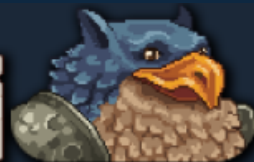
- Fits the typical tank archetype: very sturdy and hard to take down.
- Highest HP and DEF.
- Average ATK.
- Has plenty of abilities and passives to increase Hate generation.
- Ultra Move makes party immune to physical damage.
- Amazing self-sustain and survivability.

### Weaknesses

- Has the lowest MND, making him a poor tank for fights versus magical users.
- Second lowest TP and AGI.
- Very poor personal damage.

EGYL

## SKILL ACQUISITION GUIDE ,



### Mid Game

By the time you recruit Egyl you'll have access to tier 2 already (maybe even tier 3, I honestly can't remember). Focus on getting all the Hate increasing skills and focus the rest on his HP and DEF.

If you want to give him a Class Emblem, Chemist is pretty good as it's an all-round with bonuses to defensive stats.

### End Game

Egyl becomes truly unkillable in the endgame once you unlock **Iron Will** and **Comrades' Help**. After getting **Kiai**, **Heroic Tank** and **War Cry**, focus on improving his stats, as usual.

For accessories, Knight's Honor (gives Warcry) can be stacked Warcry itself, if you have equipped. Otherwise, anything that increases his HP or DEF works fine. Alternatively, Heavenly Ring (reduces TP cost by 20%) is great to help remedy his low TP.

## EGYL

# RECOMMENDED ABILITIES



## Baseline

- **Attention!:** area-of-effect taunt. Combine it with certain passives (such as **Warcry**) to make enemies focus on him right off the bat, since he has low AGI.
- **Load Gunspear:** make his Hate generation more reliable. Very useful when combined with **Whirlwind Spear**.
- **Cover / Shield All:** makes Eglyl take damage for his allies instead. Can be combined with the **Shield Ally** passive for increased effect.
- **Whirlwind Spear:** excellent area-of-effect ability to keep enemies focused on Eglyl, especially if the passive **Kiai** (increases Hate generation) is equipped. Spam it after using **Attention!**.
- **Iron Will:** one of Eglyl's best abilities, and it actually makes his lower AGI play in his favor. It makes him survive ANY attack with 1 HP until his next turn. Essentially immortal.
- **First Aid:** FULLY heals Eglyl. I can't stress enough how good this is when combined with **Iron Will**.
- **Comrades' Help:** increases all healing done to Eglyl, no matter the source.

## Class Abilities

- **Ether Sucker:** from Vampire. Useful on all characters, period. Since Eglyl has the lowest TP, it's especially useful on him.
- **Drunken Master:** from Monk. Works fine equipped on any character, and since Eglyl is painfully slow, it's a pretty decent filler ability.

## Crystals

- **SOS HP / DEF Up:** this works pretty well with **Iron Will** as it'll guarantee a proc while ensuring he survives.
- **HP / DEF Up:** not much to say. Just reinforce his strengths.
- **HP Drain:** very straightforward. Hit enemy, get HP. The amount seems to scale with damage done, so the harder you hit, the more you heal. Useful on pretty much all characters.

**TOMKE**

## OVERVIEW AND ATRIBUTES ,



Tomke is the first optional character you can recruit, and you absolutely should. He is essentially a Blue Mage from the Final Fantasy series, able to learn skills by literally *eating* his enemies (think Quina Quen from Final Fantasy IX). Tomke might look like a joke character, but he is loaded with utility. He is easily one of the best characters in the game, despite his somewhat goofy appearance.

He has surprisingly balanced stats across the board (even more than Glenn himself), meaning he can fill any role needed (tank, healer, physical attacker, magic attacker). I personally like to use him as a jack-of-all-trades, with a bit of everything.

Tomke starts with only one skill, **Uncanny Encounter**, which can only be used against enemies he can learn skills from. The game is nice enough to show a "Canned" box when you fight an enemy, so you'll know that said enemy can be eaten. I recommend you check [Jedo's guide](#), where he shows which enemies can be canned and where to find them. Youtuber PrimeraEspada91 also made a three part video with a walkthrough showing how to get each skill ([Part 1](#), [Part 2](#), [Part 3](#)).

There is an exclusive accessory for Tomke called Can Machine, which allows him to eat enemies below 50% HP (as opposed to 25% / 30% / 40% from **Uncanny Encounter**).

### Strengths

- Typical Blue Mage from Final Fantasy, learning skills from enemies.
- Very balanced and above average stats.
- Abilities learned from enemies offer plenty of damage and utility.
- Flexibility makes him fit in any party setup.
- Has access to all the Killer passives (bonus damage against specific enemy types).

### Weaknesses

- **Uncanny Encounter** can only be used once enemies are below certain HP thresholds. It also can only be used on enemies that you can learn skills from, and only once; this means you can't use Uncanny Encounter to kill normal enemies faster.
- Very weak until learning more useful and powerful skills.
- Doesn't have any passive skills that really stands out.

**TOMKE**

## RECOMMENDED ABILITIES



### Canned

- **Spinach Power:** arguably his best skill. Casts Shield AND Aura on the entire party. I usually have him cast this right at the start and swap him for Victor.
- **Sailor's Song:** his second best skill. Raises Ultra Bar by 30% (up to 50% when maxed). Can only be used once per battle.
- **Sharing is Caring:** grants a random amount of TP to the ally. Very RNG based. You'll either get next to nothing or fully restore the ally's TP.
- **Broken Accordion:** has one of the highest damage multipliers in the game (x4, up to 4.4 when maxed); damage scales the lower Tomke's HP is. Great when used in tandem with **Silver Lining**.
- **Sacrifice:** kills Tomke for reviving the whole party. It's a situational panic button in case things go south.

### Class Abilities

- **Ether Sucker:** from Vampire. Useful on all characters, period. Tomke will rarely run out of TP, though.
- **Drunken Master:** from Monk. Works fine equipped on any character as a pretty decent filler ability.
- **Heal All:** from Cleric. This allows Tomke to fulfill a niche of emergency healer since he has a pretty high MND.
- **Magic Smash / Physical Wonder:** from Mage Warrior. Since Tomke has pretty balanced and above average ATK and MAG, these skills can actually hit pretty hard when used by him.

### Crystals

- **HP / DEF / MND Up:** Tomke has pretty decent defensive stats, so pumping more just further reinforces it.
- **Status Extender:** not much to say. Just to make him keep enemies debuffed.
- **HP Drain:** very straightforward. Hit enemy, get HP. The amount seems to scale with damage done, so the harder you hit, the more you heal. Useful on pretty much all characters.

**TOMKE**

## SKILL ACQUISITION GUIDE



Focus on Tomke's stats and always save enough points to learn his skills as you get enemies canned. Given his balanced stats, there is no priority, just focus on whatever you want him to be.

As for Class Emblems, anything works for him; I mostly keep him with Bandit for more AGI, or Chemist for more balanced stats across the board.

Until you learn all his skills, his best accessory is the aforementioned Can Machine. Once you can all enemies, you can swap to something that fits the playstyle you're aiming for him. I personally have him with the Swift Sandals (75% of chance to act first) so he can drop **Spinach Power** as soon as possible.

**MIKAH**

## OVERVIEW AND ATRIBUTES



Mikah is the second optional character you can get; she can only be recruited if you got Tomke beforehand. She is a "combo" oriented character, as her skills enables the damage of other skills, where you need to use one skill to empower another in succession. This can result in some really crazy damage spike consistently.

### Strengths

- Fits the typical monk archetype: high damage and speed but poor defensive stats.
- Insanely high damage output potential.
- Highest ATK.
- Second highest AGI.
- Powerful abilities that get empowered as others are used.

### Weaknesses

- Very glass cannon, with some of the lowest stats in the game outside of ATK and AGI.
- Lowest TP.
- Second lowest DEF, tied with Magnolia.
- Her combo system makes her gameplay too one dimensional, lacking flexibility.



MIKAH

## RECOMMENDED ABILITIES



### Baseline

- **Tiger Punch / Rush:** her to-go single target combo. **Tiger Punch** grants the Tiger Combo buff, empowering **Tiger Rush**. Using an empowered **Tiger Rush** grants the Full Bloom buff.
- **Falling / Rising Dragon:** her to-go area-of-effect combo. **Falling Dragon** grants the Dragon Combo buff, empowering **Rising Dragon**. Using an empowered **Rising Dragon** grants the Full Bloom buff.
- **Final Blossom:** very potent area-of-effect attack when used with the Full Bloom buff.
- **Spinning Kick:** a stacking single-target attack that reach up to x4.5 damage multiplier when used in succession.
- **Charging Revenge:** deals 120% more damage on the next turn (140% when maxed). Similar to Lenne's **Third Eye**, with a slightly lower damage bonus but without decreasing DEF and MND.
- **Double Steps:** increases the AGI of the entire party by 30% (up to 40% when maxed). The beauty of this ability is that its effects stack with the AGI buff from Monk's **Drunken Master!**  
**EDIT:** as of patch 1.2 these buffs no longer stack. :(

### Class Abilities

- **Ether Sucker:** from Vampire. Useful on all characters, period.
- **HP Sacrifice:** from Vampire. A passive skill where you lose 5% of your HP but deal 5% more damage (up to 15% when maxed). Combining this with HP drain means you'll never be a disadvantage, and the extra +15% damage is juicy.

### Crystals

- **ATK Up:** Glenn already hits pretty hard, so further increasing his ATK is a no-brainer.
- **HP Drain:** very straightforward. Hit enemy, get HP. The amount seems to scale with damage done, so the harder you hit, the more you heal. Useful on pretty much all characters.

MIKAH

## SKILL ACQUISITION GUIDE



### Mid Game

By the time you recruit Mikah you'll have access to tier 2 already. Equip her with Charging Revenge and never look back. Work on getting her combo skills as well investing on her AGI, HP and ATK passives.

As for Class Emblems, either Warrior or Bandit work really good on her.

### End Game

Get **Double Steps**, **Spinning Kick** and **Final Blossom** as soon as possible, as well **Counter Attack**, and dump the rest on her stats.

As for accessories, Bracelet of Power (+20% ATK) or Winged Cape (+15 AGI) works just fine.

MAGNOLIA

## OVERVIEW AND ATRIBUTES



Magnolia is the third optional character you can recruit. She is a pure magic-based attacker, boasting the highest MAG stat in the game, on top of very high TP. Her arsenal covers all the elements, meaning she is suited to deal with any situation.

Her mechanic lies in her card system, where whenever she cast a spell, the card drawn can be between 1 and 10, empowering the spell with various effects (increasing damage or making it hit multiple enemies, for example). On top of that, Magnolia can transform into her **Fairy Queen** form once per battle, where any spells cast are 8 or above card effect.

### Strengths

- Magic Attacker with a wide array of spells that cover every element.
- Highest MAG.
- Third highest TP.
- Skills can be empowered depending on the card number when cast.
- Can deal absurdly high damage with Falfalaran + Wild Card + Blind Draw.

### Weaknesses

- Other than MAG, all her other stats are between mediocre and low.
- Lowest AGI, tied with Victor (but somehow she feels even slower).
- Damage output is very RNG dependent, making it unreliable.
- Lenne is better than her in every aspect.

## MAGNOLIA

# RECOMMENDED ABILITIES



### Baseline

- **Elemental Spells:** Magnolia has the best elemental attack coverage as she has a spell of each element.
- **Lunatic Joker:** deals neutral magic damage. Useful when the enemy has no elemental weakness. But ideally you should be using Victor to lower resistances anyway. Still useful when grinding on Easy since you can just spam it without requiring to setup.
- **Eclipse Ace:** pretty much the same as Lenne's **Heaven's Tear**, dealing damage based on the enemy's current elemental weakness. It has a lower potency of her normal elemental skills, though.
- **Fireworks:** consumes the Ultra Bar to deal REALLY high damage. Pretty interesting skill and can hit very hard with proper buffs.
- **Blind Draw:** increases a random stat to the party by 30% (up to 40% when maxed). The only problem with this skill is its RNG, which can result in the player not getting the desired stat.
- **Wild Card:** makes her next card-based skill to deal double damage and cannot fail. Can be combined with the next skill for some insane damage.
- **Falfalanan:** this is Magnolia's most important skill, as it vastly improves her damage output by making her roll only 8 or above on her cards. Pack it with Wild Card, Blind Draw and other buffs from the rest of the party and she can deal one of the highest damage in the game. The only drawback is that this skill can only be used once per battle.

### Class Abilities

- **Firestorm / Earthstream Spirit:** from Summoner. Synergizes extremely well with her kit since the damage scales with MAG. This ability can be equipped on pretty much any character as it has no set duration and adds extra damage on every turn.

### Crystals

- **MAG Up:** stack those and Magnolia will be hitting even harder. No-brainer choice. There is actually a diminishing return when stacking these stat up crystals, though.
- **HP / DEF / MDN Up:** considering Magnolia's low defensive stats, trying to circumvent with crystals is a good idea, though I prefer maximizing her MAG so she can just kill things faster.
- **HP Drain:** very straightforward. Hit enemy, get HP. The amount seems to scale with damage done, so the harder you hit, the more you heal. Useful on pretty much all characters.

## MAGNOLIA

# SKILL ACQUISITION GUIDE



Magnolia joins much later, with all tiers available. So just pick those aforementioned spells and dump the rest on her passives.

As for the Class Emblems, Pyromancer is the best, followed by Shaman and Summoner. She'll be competing with Lenne and Ba'Thraz for those. In the *Ashes of Elrant* DLC, the Sage Emblem is basically a souped up version of the Pyromancer in terms of stats, being her best one.

For accessories, Magic Poleyns is the best, but I prefer it on Lenne. Otherwise, Bracelet of Magic is good just to further increase her MAG.

## RAPHAEL

# OVERVIEW AND ATRIBUTES



Raphael is the final character you can recruit, and the fourth optional. While Egyl is a physical tank, Raphael is a magic tank, having many abilities to mitigate magic damage. He has less Hate generation than Egyl, but compensates it with party utility and more damage.

## Strengths

- Fits the typical Paladin archetype: sturdy and with support-oriented skills.
- Second highest HP and DEF.
- Third highest ATK.
- Third highest DEF, tied with Glenn.
- Second highest MND, which makes him useful as a secondary healer.
- Ultra Move makes party immune to magical damage.

## Weaknesses

- Not very effective on fights where enemies don't use magic.
- Only has one taunt skill.



RAPHAEL

## RECOMMENDED ABILITIES



### Baseline

- **Flash:** area-of-effect taunt. Combine it with certain passives (such as **Warcry**) to make enemies focus on him right off the bat.
- **Holy / Devilish Spirit:** very similar to the Summoner's Spirits. The Holy spirit replenishes TP to a random character on Raphael's turn, while the Devilish Spirit will deal damage (based on Raphael's ATK).
- **High Cross:** gives 100% taunt for 1 turn. Useful when everyone is low on health.
- **Exorcise:** negates all magic damage until Raphael's next turn. Given he has below average AGI this actually plays in his favor.
- **Soul Eater:** taking damage gives allies TP. Very useful overall. Should be one of the first abilities to cast after **Flash**.
- **HP Drain:** deal damage, recover health. Simple as that. The beauty of this passive is that it works with multi-hit moves and also area-of-effect, meaning you'll gain HP per hit and/or enemy hit. This even works with Ultra Moves.

### Class Abilities

- **Ether Sucker:** from Vampire. Useful on all characters, period.
- **Heal All:** from Cleric. Given Raphael's very high MND, he works surprisingly well as a healer, further reinforcing his paladin-inspired archetype.

### Crystals

- **HP / DEF / MND Up:** not much to say. Just reinforce his strengths.

RAPHAEL

## SKILL ACQUISITION GUIDE



Raphael joins pretty much at the endgame, with all tiers available. So just pick those aforementioned spells and dump the rest on his defensive passives.

As for the Class Emblems, either Warrior or Monk works just fine. Rune Knight is also a good pick if you plan on making Raphael a healer of sorts.

For accessory Bracelet of Wisdom is good just to further increase his MND.



LEONAR

## OVERVIEW AND ATRIBUTES ,



Leonar is an exclusive character automatically unlocked in the *Ashes of Elrant* DLC. He's a very straightforward physical attacker capable of dealing huge amounts of damage very easily.

### Strengths

- Insanely high damage output potential.
- Average stats similar to Glenn.
- Fourth highest HP.
- Highest AGI.
- Has access to exclusive battle buffs with infinite duration.
- Doesn't rely on a lot of setups like other characters.

### Weaknesses

- Mostly single target damage.
- Relies on the Pump It Up skill to get the most value of his kit.
- His infinite battle buffs are only applied to himself.

LEONAR

## SKILL ACQUISITION GUIDE ,



Leonar functions differently from other characters in that his skills are not acquired by spending Grimoire Shards; instead the player must collect Hero's Medals, which are found through the DLC.

The good part is that Leonar comes with all Passive Skills and Stat Boosters unlocked by default, meaning the player only needs to concern on unlocking his Action Skills. I strongly recommend unlocking **Hero's Punch**, **Pump It Up** and **Champion's Cheer** as soon as possible, because it's pretty much all he needs.

As for Class Emblems, he works fine with the Warrior or Monk, but his best one is the False Hero due to the huge amount of ATK. For accessories, he has access to an exclusive one, called **Lucky Fang**, which applies Bite Marks on other physical attacks. Alternatively he can be equipped with anything that boosts his ATK.

LEONAR

## RECOMMENDED ABILITIES



### Baseline

- **Wide Bite:** applies the Bite Mark debuff, which doesn't do anything by itself, but empowers...
- **Weakness Bite:** deals physical damage based on the amount of debuffs applied on the target. Consumes all Bite Marks on the target. This can deal insane amounts of damage with the proper team setup, particularly with Glenn's All Break.
- **Tail Sweep:** deals area of effect physical damage and recovers 50 TP. Alternatively you can use Corkscrew Punch, which has the same TP recovery effect but deals single target damage.
- **Pump It Up:** this just serves to enable new skills. Not even worthy upgrading since it only reduces the cost. This should be the very first ability to use.
- **Hero's Punch:** easily his best skill. It deals increased damage based on the amount of buffs Leonar. However, it removes his own buffs in the process.
- **Champion's Cheer:** skills cost 50% TP (10% when maxed) until the end of the battle. Requires Pump It Up.
- **Iron Body:** decrease all physical damage taken by 20% until the end of the battle. Requires Pump It Up.

### Class Abilities

- **Counter Attack:** from Monk. Has a chance of countering a Physical Attack.
- **HP Sacrifice:** from Vampire. A passive skill where you lose 5% of your HP but deal 5% more damage (up to 15% when maxed). Combining this with HP drain means you'll never be a disadvantage, and the extra +15% damage is juicy.

### Crystals

- **ATK Up:** Leonar already hits pretty hard, so further increasing his ATK is a no-brainer.
- **HP Drain:** very straightforward. Hit enemy, get HP. The amount seems to scale with damage done, so the harder you hit, the more you heal. Useful on pretty much all characters.

# Ultra Moves List

| Character                                                                                     | Ultra Move                 | Description                                                  |
|-----------------------------------------------------------------------------------------------|----------------------------|--------------------------------------------------------------|
| Glenn<br>    | Power Armor Salvo          | AoE damage + applies ATK/MAG/DEF/MND debuffs to all enemies. |
| Kylvian<br>  | Tower of Steel             | Strong physical AoE attack.                                  |
| Lenne<br>   | Supreme Elemental Rainfall | Massive non-elemental magical AoE spear strike.              |
| Robb<br>   | Nature's Springwell        | Grants party regeneration and sustain over time.             |
| Victor<br> | Cosmos Orchestra           | Restores TP to all + grants HP/TP regen.                     |
|                                                                                               |                            |                                                              |

|                                                                                                   |                                  |                                                                   |
|---------------------------------------------------------------------------------------------------|----------------------------------|-------------------------------------------------------------------|
| <p>Sienna</p>    | <p>Heavenly Twintail Swallow</p> | <p>High-damage single-target crit-boosted strike.</p>             |
| <p>Ba'thraz</p>  | <p>Divine Genesis Impact</p>     | <p>Huge ST/Small AoE magical nuke scaling with weapon stacks.</p> |
| <p>Amalia</p>   | <p>Howl of Healing</p>           | <p>Full party heal + full party revive.</p>                       |
| <p>Egyl</p>    | <p>Wall of Ouroboros</p>         | <p>Grants party immunity to physical damage temporarily.</p>      |
| <p>Tomke</p>   | <p>Pendulum</p>                  | <p>Large AoE physical hit.</p>                                    |
| <p>Mikah</p>   | <p>Tiger and Dragon</p>          | <p>Multi-hit ST physical Ultra; top boss killer.</p>              |

|                                                                                                             |                                  |                                                      |
|-------------------------------------------------------------------------------------------------------------|----------------------------------|------------------------------------------------------|
| <p>Magnolia</p>            | <p>Ancient Song of Lamentum</p>  | <p>Non-elemental AoE spear summon.</p>               |
| <p>Raphael</p>             | <p>Darkness Moon Inquisition</p> | <p>Party-wide protection against magical damage.</p> |
| <p>Leonar (DLC only)</p>  | <p>Moonfall</p>                  | <p>Non-elemental AoE moon attack</p>                 |

While the Ultra Moves is unique to the party and varies in utility, keep in mind that the Ultra Move gauge is shared among the party members and only one member can use it at a time.



# Skills Guide

As you work your way through Chained Echoes you'll quickly learn that mastering skills is essential for success. If you rely solely on basic attacks, you'll find that the game becomes increasingly difficult, and you may even hit a wall that seems insurmountable.

Although the game puts the active skills right in your face it doesn't always do a good job of explaining how to use them. You get a brief skill tutorial but that only goes so far.

Chained Echoes offers a diverse array of active skills across six categories:

**Health** 

**Attack** 

**Buff** 

**Debuff** 

**Magic** 

**Utility** 

Skill Types with icons

Pay careful attention to the overdrive bar. In order to lower your overdrive bar you need to use a skill that belongs to the correct category shown. And keeping your overdrive bar in the green is the best way to minimize TP usage.

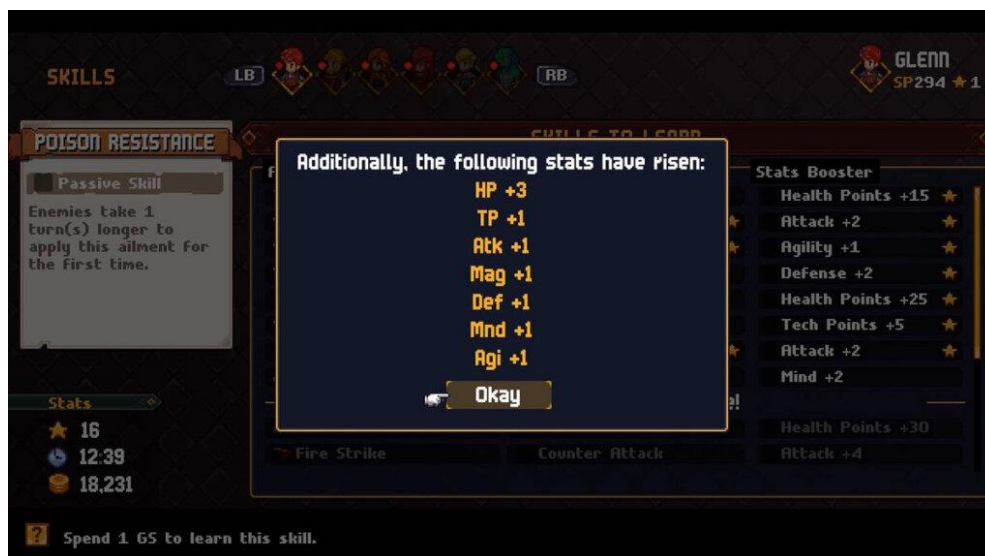
## What is TP in Chained Echoes?

TP points are tech points. These are the set amount of points that each skill costs to use. You can regain TP by defending, using a skill to restore, or eating sweets.

## What does GS stand for in Chained Echoes?

At the beginning of the game, each character starts with a few basic skills that match their class. However, as you progress through the game and earn Grimoire Shards (GS), you can unlock additional skills by spending a GS.

You will earn Grimoire Shards (GS) by defeating bosses and completing rewards on the reward board and turning in rewards chains. Even if you gain a Grimoire Shard with just one or two party members all party members going forward have access to that Grimoire Shard and can be spent when they are back with your party.



Learning new skills can give your character permanent stat boosts

There are three types of skills: Active, Passive, and Stat Boosters. Each GS can unlock one of these three types, and spending GS also increases your chance of receiving permanent stat boosters.



Spend Grimoire Shards (GS) to learn new skills

As you continue to spend Grimoire Shards, you'll eventually unlock the next level of skills. Initially, you'll only have access to four Active skills, but the possibilities become more extensive as you progress through the game.

## How to level up skills



In Chained Echoes use SP to level up skills

You can level up skills naturally as you use them in battle. Occasionally you will see an indicator after a battle that the skill has leveled up. But for each battle you also gain **SP**. If you have played most role-playing games you have heard of experience points (EXP or EP). But this game awards **SP** or star points for each battle won.

If you go to the main menu and click on **Set Skills** you can level up your skills by spending star points (**SP**). Make sure and spend these points for each character because once you reach 999 your character cannot earn any more star points.

## Equipping Class Emblems

As you find [Class Emblems](#) they can give each of your playable characters their own unique set of Active Skills. But these skills are not locked to a player's class and these skills can be used on any character as long as the Class Emblem is equipped, adding a whole new level of depth to your gameplay.

Below is a full list of Active Skills in Chained Echoes. This list includes Sky Armor skills and Class Emblem Skills.

# Skills List



| SkillName       | Description                                                                        | TP Cost  | Level   |
|-----------------|------------------------------------------------------------------------------------|----------|---------|
| Cross Slash     | A physical multi-hit attack (0.7x/0.7x/0.8x per hit) (one).                        | 30/20/20 | 1, 2, 3 |
| Fire Strike     | A physical fire attack dealing 1.8x/1.9x/2x damage (one).                          | 35       | 1, 2, 3 |
| Lend Energy     | Restores 50/60/70 amount of TP (one).                                              | 50       | 1, 2, 3 |
| Decoy           | Raises chance to be attacked by an enemy (one).                                    | 30       | 1, 2, 3 |
| Cheer           | Raises Overdrive by 20/25/30.                                                      | 20       | 1, 2, 3 |
| Oil Slash       | Inflicts Oil for 2/3/3 turns (one).                                                | 20/20/10 | 1, 2, 3 |
| Arms Break      | Lowers target's attack and magic by 15%/17%/20% for 3 turn(s) (one).               | 25       | 1, 2, 3 |
| Water Strike    | A physical water attack dealing 1.8x/1.9x/2x damage (one).                         | 35       | 1, 2, 3 |
| Armor Break     | Lowers target's defense and mind by 15%/17%/20% for 3 turn(s) (one).               | 25       | 1, 2, 3 |
| All Break       | Lowers target's attack, magic, defense and mind by 10%/15% for 3 turn(s) (one).    | 25       | 1, 2, 3 |
| Restrain        | Lowers Overdrive by 15/17/20.                                                      | 20       | 1, 2, 3 |
| Defense Stance  | Raises defense and mind by 15%/20%/25%, lowers attack and magic by 15%/20% (self). | 15       | 1, 2, 3 |
| Attack Stance   | Raises attack and magic by 15%/20%/25%, lowers defense and mind by 15%/20% (self). | 15       | 1, 2, 3 |
| Whirlwind Slash | A physical attack dealing 1.1x/1.2x/1.3x damage per hit (all).                     | 35/30/30 | 1, 2, 3 |
| Earth Strike    | A physical earth attack dealing 1.8x/1.9x/2x damage (one).                         | 35       | 1, 2, 3 |
| Wind Strike     | A physical wind attack dealing 1.8x/1.9x/2x damage (one).                          | 35       | 1, 2, 3 |



Lenne

| SkillName       | Description                                                                                                   | TP Cost  | Level   |
|-----------------|---------------------------------------------------------------------------------------------------------------|----------|---------|
| Water Thrust    | A magical water attack dealing 1.8x/1.9x/2x damage (one).                                                     | 30       | 1, 2, 3 |
| Water Jump      | A magical water attack dealing 1x/1.1x/1.3x damage per hit (all).                                             | 35       | 1, 2, 3 |
| Fire Thrust     | A magical fire attack dealing 1.8x/1.9x/2x damage (one).                                                      | 30       | 1, 2, 3 |
| Fire Jump       | A magical fire attack dealing 1x/1.1x/1.3x damage per hit (all).                                              | 35       | 1, 2, 3 |
| Wind Thrust     | A magical wind attack dealing 1.8x/1.9x/2x damage (one).                                                      | 30       | 1, 2, 3 |
| Wind Jump       | A magical wind attack dealing 1x/1.1x/1.3x damage per hit (all).                                              | 35       | 1, 2, 3 |
| Third Eye       | Raises damage of next move by 125%/135%/150% but lowers user's defense and mind by 25% until then (self).     | 20       | 1, 2, 3 |
| Elemental Pact  | Consumes all TP. Next 3 magical attacks do 100%/125%/150% more damage (self).                                 | 0        | 1, 2, 3 |
| Spear Rush      | 3 – 6/3-7/4-7 physical attacks dealing 0.6x damage (one).                                                     | 25       | 1, 2, 3 |
| All is One      | Restores user's TP by 80/90/100 (self).                                                                       | 5        | 1, 2, 3 |
| Weakness Pierce | A physical attack dealing 1x damage. Deals 2x/2.3x/2.6x damage if enemy is inflicted with Poison/Toxic (one). | 20       | 1, 2, 3 |
| Water Coat      | Adds water element to physical attack for 5/6/6 turns (all).                                                  | 25/25/20 | 1, 2, 3 |
| Fire Coat       | Adds fire element to physical attack for 5/6/6 turns (all).                                                   | 25/25/20 | 1, 2, 3 |
| Cleanse         | Removes target's buffs (one).                                                                                 | 25/20/15 | 1, 2, 3 |
| Wind Coat       | Adds wind element to physical attack for 5/6/6 turns (all).                                                   | 25/25/20 | 1, 2, 3 |
| Heaven's Tear   | Magical attack with the element the target is weakest against. Deals 1.7x/1.9x/2x damage (one).               | 30       | 1, 2, 3 |





| SkillName       | Description                                                                                                                 | TP Cost  | Level   |
|-----------------|-----------------------------------------------------------------------------------------------------------------------------|----------|---------|
| Poison Shot     | Inflicts Poison with a potency of 0.8/1.1/1.5 for 5 turn(s). Can't be resisted (one).                                       | 20       | 1, 2, 3 |
| Toxic Shot      | Inflicts Toxic with a potency of 1/1.4/1.8 for 3/5/6 turn(s). Can't be resisted (one).                                      | 25       | 1, 2, 3 |
| Pandemic        | Spreads target's Poison/Toxic to all enemies for 2 turn(s) (one).                                                           | 30/25/20 | 1, 2, 3 |
| Naturopathy     | Heals Poison and Paralyze (all).                                                                                            | 30/25/20 | 1, 2, 3 |
| Herbal Medicine | Cures all status ailments (one).                                                                                            | 25/20/15 | 1, 2, 3 |
| Nature's Mirror | Grants a random stat buff of 5%/7%/10% to all for every target's debuffs and ailments for 2 turn(s) (one). Once per battle. | 40/35/30 | 1, 2, 3 |
| Barrage         | A physical attack dealing 1x/1.1x/1.3x damage (all).                                                                        | 35       | 1, 2, 3 |
| Sleep Powder    | Inflicts Sleep for 2/3/4 turn(s) (one).                                                                                     | 20       | 1, 2, 3 |
| Explosion Trap  | Inflicts 2.5x/3x physical damage to an enemy who attacks the target (one).                                                  | 30/25/25 | 1, 2, 3 |
| Power Shot      | A physical attack dealing 1.8x/2x/2.2x damage (one).                                                                        | 30       | 1, 2, 3 |
| Throat Cut      | Inflicts Silence for 1 turn(s) (one).                                                                                       | 50/40/30 | 1, 2, 3 |
| Charging        | Charges attack to deal 125%/150%/175% more damage on next turn (self).                                                      | 10       | 1, 2, 3 |
| Ailment Trap    | Inflicts 1/2/3 random irresistible ailment(s) to an enemy who attacks the target for 3 turn(s) (one).                       | 30       | 1, 2, 3 |
| Leg Shot        | Lowers target's agility by 20%/22%/25% for 5 turn(s) (one).                                                                 | 40/35/30 | 1, 2, 3 |
| Paralyze Shot   | Inflicts Paralyze for 2/3 turn(s) (one).                                                                                    | 40/35/30 | 1, 2, 3 |
| Soul Parasite   | Reduces target's weakness against all elements by 10%/15%/20% for 3 turn(s) (one).                                          | 30       | 1, 2, 3 |



Victor

| SkillName           | Description                                                                                               | TP Cost  | Level   |
|---------------------|-----------------------------------------------------------------------------------------------------------|----------|---------|
| Basso Profondo      | Inflicts Dry for 2/3/3 turn(s) (all).                                                                     | 20/20/15 | 1, 2, 3 |
| Valor Minuet        | Grants TP regen with a potency of 5/5/8 for 5/6/6 turn(s) (all).                                          | 20       | 1, 2, 3 |
| Ballad of the Wind  | A magical wind attack dealing 0.8x/1x/1.2x damage (all).                                                  | 30       | 1, 2, 3 |
| Ballad of the Earth | A magical earth attack dealing 0.8x/1x/1.2x damage (all).                                                 | 10       | 1, 2, 3 |
| Efreet's Song       | Lowers target's fire and water resistance by 25%/25%/35% for 4/5/5 turn(s) (all).                         | 25       | 1, 2, 3 |
| A Sylph's Tale      | Lowers target's wind and earth resistance by 25%/25%/35% for 4/5/5 turn(s) (all).                         | 25       | 1, 2, 3 |
| Bee Sting           | A physical 3-hit attack dealing 0.6x/0.7x/0.8x damage per hit. Inflicts Paralyze for 2/3/3 turn(s) (one). | 25/25/20 | 1, 2, 3 |
| Poetic March        | Grants Offensive Buff. Increases attack and magic by 10%/12%/14% for 5/8/8 turn(s) (all).                 | 25       | 1, 2, 3 |
| Requiem             | Grants Defensive Buff. Increases defense and mind by 10%/12%/14% for 5/8/8 turn(s) (all).                 | 25       | 1, 2, 3 |
| Encore              | 25%/30%/35% chance to extend target's debuffs by 1 turn(s) (all).                                         | 25       | 1, 2, 3 |
| Healing Hymn        | Grants HP regen with a potency of 0.2%/0.3%/0.4% for 5/5/8 turn(s) (all).                                 | 35       | 1, 2, 3 |
| Shielding Mazurka   | Grants HP absorb shield. Absorbs damage with a potency of 0.2/0.2/0.3 for 2/3/3 turn(s) (all).            | 40       | 1, 2, 3 |
| Earth Drums         | A magical earth attack dealing 1.8x/2x/2.2x damage (one).                                                 | 25       | 1, 2, 3 |
| Pressure Point      | A magical wind attack dealing 1.8x/2x/2.2x damage (one).                                                  | 25       | 1, 2, 3 |
| Meditation Song     | Cures all status ailments (one).                                                                          | 30/25/20 | 1, 2, 3 |
| Heroic Ode          | Raises attack, magic, defense, mind, agility and crit chance by 10%/12%/15% for 5 turn(s) (all).          | 40       | 1, 2, 3 |



| SkillName        | Description                                                                                                    | TP Cost    | Level   |
|------------------|----------------------------------------------------------------------------------------------------------------|------------|---------|
| Provoke          | Draws target's Hate (one).                                                                                     | 25/20/15   | 1, 2, 3 |
| Shadowstep       | Grants 2 dodges (self). Allows to evade physical attacks.                                                      | 40/35/30   | 1, 2, 3 |
| Blade Reflection | Inflicts Blind for 1 turn(s) (all). Once a battle.                                                             | 35/ 30/ 25 | 1, 2, 3 |
| Yoko Giri        | A physical attack dealing 1.1x/1.2x/1.3x damage (all). Can trigger Petal Storm.                                | 40         | 1, 2, 3 |
| Kesa Giri        | A physical attack dealing 1.8x/2x/2.2x damage (one). Can trigger Petal Storm.                                  | 40         | 1, 2, 3 |
| Calm Water       | Raises chance to evade an attack by 10%/15%/20% for 4/5/6 turn(s) (self). Chance scales off of user's agility. | 30         | 1, 2, 3 |
| Nukitsuke        | Raises critical chance by 15% for 5/6/7 turn(s) (all).                                                         | 35         | 1, 2, 3 |
| Petal Storm      | A physical attack dealing 3x/3.2x/3.4x damage (one). Needs to be activated by other skills.                    | 10         | 1, 2, 3 |
| X-Slash          | Inflicts Bleeding for 5/6/7 turn(s) (one). Can trigger Petal Storm.                                            | 20         | 1, 2, 3 |
| Windslash        | Spreads target's Oil, Wet, Dry and Heavy to all enemies for 3/4/5 turn(s) (one).                               | 25/20/15   | 1, 2, 3 |
| Quickstep        | Raises agility by 35%/50%/75% until being hit by an attack (self).                                             | 20         | 1, 2, 3 |
| Dragonfang       | 1-5 physical attacks dealing 0.8x/1x/1.2x damage (one). Amount scales with user's agility.                     | 30         | 1, 2, 3 |
| Lightning Rod    | Blocks any magical damage until next turn (self).                                                              | 30/25/20   | 1, 2, 3 |
| Pilfer           | Steals an item from target with 80%/90%/100% chance (one).                                                     | 20         | 1, 2, 3 |
| Counter Stance   | Counters physical single target attacks for 5/6/7 turn(s) (self).                                              | 35         | 1, 2, 3 |
| Iaijutsu         | Physical attack dealing extra 3x/3.2x/3.4x damage on paralyzed targets (one). Can trigger Petal Storm.         | 25         | 1, 2, 3 |

# Ba'Thraz



| SkillName          | Description                                                                                              | TP Cost  | Level   |
|--------------------|----------------------------------------------------------------------------------------------------------|----------|---------|
| Berserker          | Grants Berserk for 4/5/6 turn(s). User deals 1.5x and receives 1.5x damage. TP costs are reduced (self). | 20       | 1, 2, 3 |
| Fallen Restoration | Inflicts debuff for 2/3/4 turn(s) (one). When enemy dies with this debuff** user's TP is fully restored. | 10       | 1, 2, 3 |
| Metal Axe          | A physical attack dealing 1.1x/1.3x/1.5x damage (all). Grants 1x Summon.                                 | 35       | 1, 2, 3 |
| Light Sword        | A magical light attack dealing 1.7x/1.8x/1.9x damage (one). Grants 1x Summon.                            | 35       | 1, 2, 3 |
| Metal Dagger       | A physical attack dealing 2.2x/2.3x/2.5x damage (one). Grants 1x Summon.                                 | 30       | 1, 2, 3 |
| Light Claymore     | A magical light attack dealing 1x/1.1x/1.3x damage (all). Grants 1x Summon.                              | 40       | 1, 2, 3 |
| Dark Spear         | A magical dark attack dealing 1.7x/1.8x/1.9x damage (one). Grants 1x Summon.                             | 35       | 1, 2, 3 |
| Dark Scythe        | A magical dark attack dealing 1x/1.1x/1.3x damage (all). Grants 1x Summon.                               | 40       | 1, 2, 3 |
| Revenge            | A physical attack dealing damage based on user's current HP and a potency of 1/1.5/2 (one).              | 25       | 1, 2, 3 |
| Summoned Attack    | A magical neutral attack dealing damage based on number of summons (all).                                | 40/35/30 | 1, 2, 3 |
| Summoned Ether     | Restores TP by an amount based on number of summons times 15/20/25 (all).                                | 20       | 1, 2, 3 |
| Heaven or Hell     | Raises damage dealt by 2.5x/2.7x/3x. User dies after 3 turns (self).                                     | 30       | 1, 2, 3 |
| Draw Iron          | Inflicts Heavy for 1/2/3 turn(s) (all).                                                                  | 20       | 1, 2, 3 |
| Summoned Heal      | Restores HP by an amount based on number of summons times 50/60/70 (all).                                | 40       | 1, 2, 3 |
| Elemental Orbs     | Increases elemental resistance by 25/30/30 for 5/5/8 turn(s) (all).                                      | 30       | 1, 2, 3 |

# Amalia



| SkillName      | Description                                                                          | TP Cost  | Level   |
|----------------|--------------------------------------------------------------------------------------|----------|---------|
| Heal           | Heals target with a potency of 1/1.2/1.5 (one).                                      | 30       | 1, 2, 3 |
| Heal All       | Heals targets with a potency of 0.4/0.5/0.6 (all).                                   | 40       | 1, 2, 3 |
| Raise          | Revives target with 50%/75%/100% of max HP (one).                                    | 25       | 1, 2, 3 |
| Revival        | Grants Reraise for 3 turn(s), which revives target with 10%/25%/50% of max HP (one). | 40       | 1, 2, 3 |
| Channel Energy | Skills costs no TP for 2/3/3 turn(s) (self).                                         | 30       | 1, 2, 3 |
| Shield         | Reduces physical damage taken by 15% for 5/7/7 turn(s) (all).                        | 40/40/35 | 1, 2, 3 |
| Aura           | Reduces magical damage taken by 15% for 5/7/7 turn(s) (all).                         | 40/40/35 | 1, 2, 3 |
| Concentration  | Regenerates 80/90/100 TP (self).                                                     | 20/10/10 | 1, 2, 3 |
| All Cure       | Cures all status ailments (one).                                                     | 40/30/25 | 1, 2, 3 |
| Raise All      | Revives targets with 10%/25%/50% of max HP (all).                                    | 60/55/50 | 1, 2, 3 |
| Medical Water  | Inflicts Wet for 2/3/4 turn(s) (all).                                                | 20       | 1, 2, 3 |
| Cres Transform | Transforms Cres and raises his powers (self).                                        | 40/35/30 | 1, 2, 3 |
| Cres Command   | Commands Cres to switch between healing or attack mode.                              | 30/20/10 | 1, 2, 3 |
| Risky Heal     | Heals targets with a potency of 0.8/0.9/1 (all) but is unable to act next turn.      | 60/55/50 | 1, 2, 3 |
| Multi-Shot     | A physical attack dealing 0.9x/1x/1.1x damage per hit (all).                         | 30/30/20 | 1, 2, 3 |
| Piercing Shot  | A physical attack dealing 1.5x/1.7x/2x damage (one).                                 | 30       | 1, 2, 3 |





| SkillName          | Description                                                                                       | TP Cost  | Level   |
|--------------------|---------------------------------------------------------------------------------------------------|----------|---------|
| Dispel             | Removes target's buffs (one).                                                                     | 25/20/15 | 1, 2, 3 |
| Attention!         | Raises Hate on all enemies (all).                                                                 | 30/20/15 | 1, 2, 3 |
| Phoenix Rise       | Unloads all ammo, dealing magical fire damage and healing user (all).                             | 40/35/30 | 1, 2, 3 |
| Shield All         | 75% chance to take allies' physical damage until next turn and mitigate it by 15%/20%/25% (self). | 40/35/35 | 1, 2, 3 |
| Luring Bang        | Grants Lure (100% being targeted) for one turn (self).                                            | 40/35/30 | 1, 2, 3 |
| Cover              | Takes damage for the target for 2/3/3 turn(s) and mitigate it by 15% (one).                       | 30/30/25 | 1, 2, 3 |
| Shield Stance      | Raises defense by 15%/25%/35% for 5 turn(s) (self) .                                              | 35/25/20 | 1, 2, 3 |
| First Aid          | Fully restores HP (self).                                                                         | 40/30/25 | 1, 2, 3 |
| Load Gunspear      | Physical attacks deal 25% more damage for 6 hits and produce more hate (self).                    | 40/35/30 | 1, 2, 3 |
| Stab               | A physical attack dealing 1.8x/1.9x/2x damage (one).                                              | 10       | 1, 2, 3 |
| Unload All         | Unloads all ammo, dealing physical damage (one).                                                  | 40/35/30 | 1, 2, 3 |
| Disarm             | Lowers target's attack by 20%/25%/25% for 3/3/5 turn(s) (one).                                    | 25       | 1, 2, 3 |
| Self-Made Medicine | Cures all status ailments and raises resistance (self).                                           | 35/30/25 | 1, 2, 3 |
| Comrades' Help     | Using healing skills on user will heal 25%/35%/50% more HP for 9 turn(s) (self).                  | 35/30/20 | 1, 2, 3 |
| Iron Will          | Until next turn, user will survive any damage with 1 HP (self).                                   | 50/40/30 | 1, 2, 3 |
| Wind Gust          | Inflicts Dry for 2/3/3 turn(s) (all).                                                             | 25/25/20 | 1, 2, 3 |
| Whirling Spear     | A physical attack dealing 1.1x/1.2x/1.3x damage per hit (all).                                    | 40/35/30 | 1, 2, 3 |

| SkillName         | Description                                                                                                                                                         | TP Cost  | Level   |
|-------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|---------|
| Uncanny Encounter | Cans an enemy with HP below 25%/30%/40%. User might remember a new skill (one).                                                                                     | 10       | 1, 2, 3 |
| Sharing is Caring | Sets target's TP to a random amount (one).<br>Learned from Ancient Turtle in Shambala                                                                               | 10       | 1, 2, 3 |
| Know Your Limits  | Skills cost no TP for 3 turns. Afterwards, the user loses all TP (self).<br>Learned from Vin in Fiorwoods                                                           | 50/30/10 | 1, 2, 3 |
| Clap on the Back  | Grants HP & TP regen for 4/5/6 turn(s) (one).<br>Learned from Blemmyae in Magic Academy Nhysa                                                                       | 10       | 1, 2, 3 |
| Hard Swing        | A physical attack dealing 1.8x/2x/2.2x damage (one).<br>Learned from Boxfly in Rohland Fields                                                                       | 35       | 1, 2, 3 |
| Rushing Anchor    | A physical attack dealing 1.1x/1.3x/1.5x damage (all).<br>Learned from Croapier in Narlene Sewers (East).                                                           | 40       | 1, 2, 3 |
| Cigarette's Light | A magical fire attack dealing 1x/1.1x/1.2x damage (all).<br>Learned from Terror Terrier in Phyon Oasis.                                                             | 40       | 1, 2, 3 |
| Run Around        | A magical earth attack dealing 1.2x/1.3x/1.4x damage (all).<br>Learned from Alphoarn in Kortara Mountain Range.                                                     | 40       | 1, 2, 3 |
| Sacrifice         | Sacrifices user's life to revive all other party member to 1%/25%/50% HP (self).<br>Learned from Sewerdiver in Narlene Sewers.                                      | 10       | 1, 2, 3 |
| Spinning Swirl    | 1-5 physical attacks dealing 0.8x/0.1x/1.2x damage (one). Staggers user after use.<br>Learned from Golem in Emphyrean Ruins.                                        | 35       | 1, 2, 3 |
| Broken Accordion  | A physical attack dealing 4x/4.2x/4.4x damage influenced by user's HP (one). Less HP means a stronger attack.<br>Learned from Seahorse Knight in Leviathan's Trench | 30       | 1, 2, 3 |
| Freak Wave        | A magical water attack dealing 1.2x/1.3x/1.4x damage (all).<br>Learned from Saliva in Rohland Fields.                                                               | 40       | 1, 2, 3 |
| Sailor's Song     | Raises Ultra Move Bar by 30%/40%/50% (self). Once per battle.<br>Learned from Ice Devil in Mount Rydell.                                                            | 30/20/10 | 1, 2, 3 |
| Convert           | Switches target's HP and TP in percent (one).<br>Learned from Adamant Crab in Arkant Archipelago.                                                                   | 30/20/10 | 1, 2, 3 |
| Treasure Mark     | Resets Overdrive Bar. Once per battle.<br>Learned from Phantom in Magic Academy Nhysa                                                                               | 30/20/10 | 1, 2, 3 |
| Spinach Power     | Grants Shield and Aura for 5/7/7 turn(s) (all).<br>Learned from Titan Elemental in Kortara Mountain Range.                                                          | 60/50/40 | 1, 2, 3 |



**Mikah**

| SkillName        | Description                                                                                                                 | TP Cost  | Level   |
|------------------|-----------------------------------------------------------------------------------------------------------------------------|----------|---------|
| Opener           | When attacking a target that hasn't had a turn yet, attack deals 3x/3.5x/4x damage (one).                                   | 10       | 1, 2, 3 |
| Charging Revenge | Charges attack to deal 120%/130%/140% more damage on next turn (self).                                                      | 25       | 1, 2, 3 |
| Final Blossom    | A physical attack dealing 2.7x/2.9x/3.1x damage when used in Full Bloom (all). Otherwise 0.2x.                              | 40/35/35 | 1, 2, 3 |
| Strength Dance   | Grants Offensive Buff. Increases attack and magic by 10%/12%/14% for 5/8/8 turn(s) (all).                                   | 25       | 1, 2, 3 |
| Vigor Dance      | Grants Defensive Buff. Increases defense and mind by 10%/12%/14% for 5/8/8 turn(s) (all).                                   | 25       | 1, 2, 3 |
| Double Steps     | Increases agility by 30%/35%/40% for 5/8/8 turn(s) (all).                                                                   | 30       | 1, 2, 3 |
| Spinning Kick    | A physical attack dealing 0.5x/0.7x/0.9x damage. Becomes stronger with consecutive use (up to 5 times) (one).               | 20       | 1, 2, 3 |
| Tiger Punch      | A physical attack dealing 1.5x/1.7x/1.8x damage (one).                                                                      | 30       | 1, 2, 3 |
| Falling Dragon   | A physical attack dealing 0.8x/0.9x/1x damage (all).                                                                        | 40       | 1, 2, 3 |
| Starfall         | A physical attack consisting of 4 hits dealing 0.2x damage (one).                                                           | 50/40/30 | 1, 2, 3 |
| Overtime         | Offensive Buff, Defensive Buff and Double Step last 3/4/5 turn(s) longer (all).                                             | 10       | 1, 2, 3 |
| Head Attack      | Inflicts Bleeding for 5/6/7 turn(s) (one).                                                                                  | 20       | 1, 2, 3 |
| Tiger Rush       | A physical attack dealing 2.6x/2.8x/3x damage and granting Full Bloom when used after Tiger Punch (one). Otherwise 1x.      | 35/30/30 | 1, 2, 3 |
| Rising Dragon    | A physical attack dealing 1.5x/1.7x/2x damage and granting Full Bloom when used after Falling Dragon (all). Otherwise 0.2x. | 40/40/35 | 1, 2, 3 |
| Heavenly Kick    | A physical attack dealing 2x/2.2x/2.4x damage (one).                                                                        | 30       | 1, 2, 3 |
| Larynx Attack    | Inflicts Silence for 2/3/4 turn(s) (one).                                                                                   | 20       | 1, 2, 3 |

# Magnolia



| SkillName       | Description                                                                                                                     | TP Cost  | Level   |
|-----------------|---------------------------------------------------------------------------------------------------------------------------------|----------|---------|
| Eclipse Ace     | A magical attack dealing 1x/1.1x/1.2x damage with the element the target is weakest against (one).                              | 30/25/25 | 1, 2, 3 |
| Inferno Nine    | Deals 1.3x/1.4x/1.5x magical fire damage. Card effect: 1: fail, 2-6: single target, 7-10: all enemies, 10: additional damage    | 40/40/35 | 1, 2, 3 |
| Tsunami Eight   | Deals 1.3x/1.4x/1.5x magical water damage. Card effect: 1: fail, 2-6: single target, 7-10: all enemies, 10: additional damage   | 40/40/35 | 1, 2, 3 |
| Earthquake Jack | Deals 1.3x/1.4x/1.5x magical earth damage. Card effect: 1: fail, 2-6: single target, 7-10: all enemies, 10: additional damage   | 40/40/35 | 1, 2, 3 |
| Tornado Ten     | Deals 1.3x/1.4x/1.5x magical wind damage. Card effect: 1: fail, 2-6: single target, 7-10: all enemies, 10: additional damage    | 40/40/35 | 1, 2, 3 |
| Chaos King      | Deals 1.3x/1.4x/1.5x magical dark damage. Card effect: 1: fail, 2-6: single target, 7-10: all enemies, 10: additional damage    | 40/40/35 | 1, 2, 3 |
| Cosmos Queen    | Deals 1.3x/1.4x/1.5x magical light damage. Card effect: 1: fail, 2-6: single target, 7-10: all enemies, 10: additional damage   | 40/40/35 | 1, 2, 3 |
| Lucky Seven     | Deals neutral magical 7, 77 or 777 damage (one).                                                                                | 30/25/20 | 1, 2, 3 |
| Throwing Cards  | 3 physical attacks dealing random damage between 0.5x and 1.5x/1.6x/1.7x (one).                                                 | 30/25/20 | 1, 2, 3 |
| Blind Draw      | Raises a random stat by 30%/35%/40% for 5/5/6 turn(s) (all).                                                                    | 30       | 1, 2, 3 |
| Equilibrium     | Skills costs no TP for 2 turn(s) (self).                                                                                        | 35/30/25 | 1, 2, 3 |
| Fireworks       | Deals magical neutral damage depending on the Ultra Move Bar. Depletes the Ultra Move Bar completely (all).                     | 40/35/30 | 1, 2, 3 |
| Lunatic Joker   | Deals 1.3x/1.4x/1.5x magical neutral damage. Card effect: 1: fail, 2-6: single target, 7-10: all enemies, 10: additional damage | 40/40/35 | 1, 2, 3 |
| Shuffle         | Draws a random magic attack card dealing 1.5x/1.6x/1.7x damage instead.                                                         | 20       | 1, 2, 3 |
| Wild Card       | Card played next turn will deal double damage and cannot fail.                                                                  | 30/25/20 | 1, 2, 3 |
| Falfalaran      | Transforms into fairy form for 3/4/5 turns. All cards roll only 8 or higher. Once per battle.                                   | 5        | 1, 2, 3 |

# Raphael



| SkillName       | Description                                                                                      | TP Cost  | Level   |
|-----------------|--------------------------------------------------------------------------------------------------|----------|---------|
| Absolution      | Summoned spirit uses its special. It vanishes afterwards (self).                                 | 40/35/30 | 1, 2, 3 |
| Heavy Swing     | A physical attack dealing 1.1x/1.2x/1.3x damage (all).                                           | 40/35/30 | 1, 2, 3 |
| Holy Spirit     | Summons a spirit into battle. Restores randomly 20/25/30 TP (self).                              | 50/40/30 | 1, 2, 3 |
| Celestial Light | A physical light attack dealing 1x/1.1x/1.2x damage (all).                                       | 40/35/30 | 1, 2, 3 |
| Light Burst     | A physical light attack dealing 1.8x/1.9x/2x damage (one).                                       | 40/35/30 | 1, 2, 3 |
| Strong Believe  | Raises mind by 25%/30%/35% for 5/7/10 turn(s) (self).                                            | 30/25/20 | 1, 2, 3 |
| High Cross      | Grants Lure (100% being targeted) for one turn (self).                                           | 45/40/35 | 1, 2, 3 |
| Offensive Crush | Lowers target's attack and magic by 10%/15%/20% for 5/5/7 turn(s) (all).                         | 40/35/30 | 1, 2, 3 |
| Defensive Crush | Lowers target's defense and mind by 10%/15%/20% for 5/5/7 turn(s) (all).                         | 40/35/30 | 1, 2, 3 |
| Flash           | Raises Hate on all enemies (all).                                                                | 35/30/25 | 1, 2, 3 |
| Stinger         | 1-5 physical attacks dealing 0.8x/1x/1.2x damage (one).                                          | 10       | 1, 2, 3 |
| Exorcise        | Nullifies next magical damage (all).Once per battle.                                             | 50/40/30 | 1, 2, 3 |
| Devilish Spirit | Summons a spirit into battle. Deals randomly 1/1.1/1.2 physical damage (self).                   | 50/40/30 | 1, 2, 3 |
| All-Out         | A physical attack dealing 2.3x/2.4x/2.5x damage. All stats lowered next turn (one).              | 30/25/20 | 1, 2, 3 |
| Soul Eater      | Getting hit by magic regenerates 10/10/15 TP for 3/4/5 turn(s) (all).                            | 25/20/15 | 1, 2, 3 |
| Angelic Wings   | 75% chance to take allies' magical damage until next turn and mitigate it by 15% /20%/25%(self). | 40       | 1, 2, 3 |



## Leonar (DLC only)



| SkillName        | Description                                                                                                          | TP Cost  | Level   |
|------------------|----------------------------------------------------------------------------------------------------------------------|----------|---------|
| Warm Up          | When used as the user's first action, attack deals 3x/3.5x/4x physical damage (one)                                  | 20/10/15 | 1, 2, 3 |
| Weakness Bite    | A physical attack that does extra damage for every target's debuff (max. 10). Removes Bite Marks. (one)              | 40/35/30 | 1, 2, 3 |
| Corkscrew Punch  | A physical attack dealing 1.8x/2x/2.2x damage (one). Regenrates 50 TP.                                               | 30/20/20 | 1, 2, 3 |
| Tail Sweep       | A physical attack dealing 1.2x/1.3x/1.4x damage (all). Regenrates 50 TP.                                             | 35/30/30 | 1, 2, 3 |
| Suplex           | Only Pumped Up: Physical attack dealing 3.5x/4x/4.5x damage. Once a battle (one).                                    | 45/35/30 | 1, 2, 3 |
| Bear Hug         | A physical attack dealing 0.5x/0.7x/0.9x damage. Becomes stronger with consecutive use (up to 5 times) (one).        | 30/25/20 | 1, 2, 3 |
| Hero's Punch     | A physical attack that does 1.4x/1.5x/1.6x damage for every user's buffs (max. 5). Removes all removable buffs (one) | 40/35/30 | 1, 2, 3 |
| Good Boy         | If the user was NOT targeted by enemy since user's last turn, deals 2.2x/2.4x/3x (one).                              | 30/25/20 | 1, 2, 3 |
| Bad Boy          | If the user was targeted by enemy since user's last turn, deals 2.2x/2.4x/3x (one).                                  | 30/25/20 | 1, 2, 3 |
| Pump It Up       | Allows the use of certain skills (self)                                                                              | 40/35/30 | 1, 2, 3 |
| Champion's Cheer | Only Pumped Up: User's skills cost 50%/25%/10% TP until end of battle (self).                                        | 30/25/20 | 1, 2, 3 |
| Iron Body        | Only Pumped Up: Reduces physical damage taken by 20%/30%/40% until end of battle (self).                             | 45/35/30 | 1, 2, 3 |
| Wide Bite        | Deals 1x/1.2x/1.4x physical damage and adds 2-5/6/7 Bite Marks (one).                                                | 25/20/20 | 1, 2, 3 |
| Deep Bite        | Inflicts Bleeding for 5/5/6 turns (one).                                                                             | 20/20/20 | 1, 2, 3 |
| Howl             | Inflicts Paralyze for 1 turn                                                                                         | 60/55/50 | 1, 2, 3 |
| Back Into Shape  | Gains Pumped Up, Champion's Cheer and/or Iron Body if they were already used in current battle (self).               | 40/35/30 | 1, 2, 3 |

# Chained Echoes Walkthrough and Guide



Welcome to our Chained Echoes (2022) walkthrough and guide! With this guide you can expect a full walkthrough from beginning to end with strategies for every dungeon, every quest, every sidequest, strategies for every boss fight, and much more!

What do you get from a combination of Final Fantasy VI, Chrono Trigger, Xenogears, and Secret of Mana? Yeah, you get Chained Echoes. This game is like a love letter to all the classic RPG masterpieces from the SNES/PS1 era. This game hits all the bells and whistles that makes a great RPG... well, great!

Right from the get go this game starts like Chrono Trigger, with you in your bed being woken up by your mom. After that, you're on an airship alla FFIV (but the size and shape feels more like FFVI), then we're flying mechas like in Xenogears! And where does Secret of Mana come in? Combat and sound effects all remind me of nothing but Secret of Mana! I'm telling you I fell in love within the first hour!

And what studio created this? Well, remember how we found it amazing that **Thomas Happ** was the sole creator of Axiom Verge? That fantastic Metroidvania that came out like 8 years ago? Well, one person also working on this game, alone. This person is none other than **Matthias Linda**... yep, also made by one person! Amazing!

Enough of me rambling, let's get into the adventure and find out what happens together!

*vinheim*

What this guide will offer:

- Complete walkthrough for the game from start to finish
- All Boss Strategies
- All Side Quests
- Important Collectables
- Much, much more!

## Controls

| XBOX                                                                                | PSN                                                                                 | SWITCH                                                                              | FUNCTION                                                |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------------------------------------------------------|
|    |    |    | Use / Talk /<br>Confirm                                 |
|    |    |    | Cancel                                                  |
|    |    |    | Menu                                                    |
|    |    |    | Map                                                     |
|    |    |    | Switch Character<br>(Battle), Call /<br>Raise Sky Armor |
|  |  |  | Flee (Battle), Exit /<br>Lower Sky Armor                |
|  |  |  | Quest Log                                               |
|  |  |  | Reward Board                                            |
|  |  |  | Main Menu                                               |

# The Alpha Not the Omega



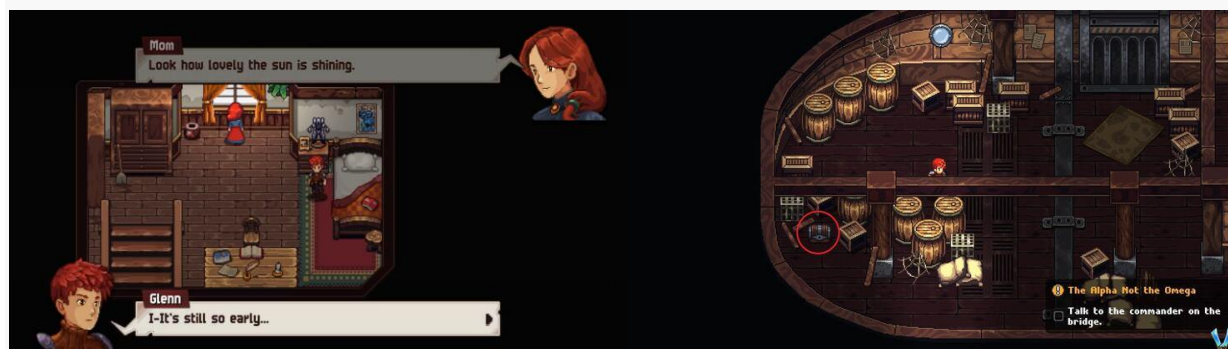
*The Kingdom of Taryn has conquered Wyrnshire a few days ago. You have been paid to reclaim it.*

We start out with our protagonist, Glenn, being woken up by his mom. My, I wonder what this reminds me of! Talk to your mom once you get to move around and try leaving to... have her punch you. Yep, it was all a dream! We'll regain control in an airship being yelled at by **Hyne**, this dolphin-looking character.

|                                                                                                              |       |        |              |         |
|--------------------------------------------------------------------------------------------------------------|-------|--------|--------------|---------|
| <br>Tarynean Soldier        | Human | HP 120 | Weak to Fire | No Loot |
| <br>Tarynean Commander      | Human | HP 260 | Weak to Fire | No Loot |
| <br>Tarynean Elite Soldier | Human | HP 170 | Weak to Fire | No Loot |

## ! Talk to the commander on the bridge

Once you regain control, go around the barrels and open up your first chest to find a **Snack**, which is a healing item.



Continue going right and enter the first room you come across. Speak to the merchant in here, but examine the blue sparkle for **25a**, which is the currency. Continue going right now and speak to the soldier with the speech bubble that has a red dot. He'll tell you that he's scared and ask you what to do if he's outnumbered. Make sure to tell him to **RUN AWAY**. Doing so will net you some items later on. If you tell him to fight... you'll find him dead.



Continue going right talking to other people and go down the stairs. Go left down here talking to more people and when you reach the cauldron (above all those gears in the background), talk to the blonde NPC here to help him repair the cauldron. This will net you a **Sweets**.



Continue left and open the chest now to get an **Angel Wing**, which allows you to revive fallen allies.

Return to the previous floor and now go upstairs.

Up here go left and talk to the man outside the room with the Sky Armors (mechas), the guy with the dynamite. You'll get a choice when you talk to him. If you tell him "I think you might hit our own men" he'll do nothing, but telling him he's the expert will do something to help you out against a boss. **TELL HIM HE'S THE EXPERT.**

Head left now into the bridge to trigger a scene with Commander Marlock. We'll also see the dolphin Hyne and **Kylian**, our other party member. Given that he's in the art I'm going to assume he'll be joining us after the prologue.

Watch the scenes that play out here as we ride our Sky Armor out into the sky. This all looks pretty neat to be honest. Here we are given some Battle Basics so check them out. I'll leave them down below so you can reference them if needed.



After this we'll be in a fight against a couple of **Tarynean Sky Armor** enemies. We'll be fighting them one at a time, and with just Glenn. These guys go down with 2 regular attacks and 2 Piercer skills, or 3 Piercer skills. Don't worry about HP and TP, they refill after each fight.

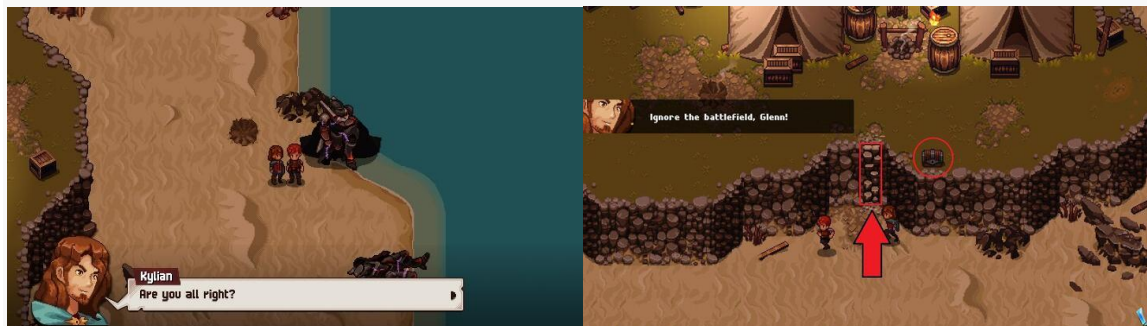
As you go through the fights and watch the scenes, we'll be shot down and we'll regain control down on the beach. I guess it's time to run!





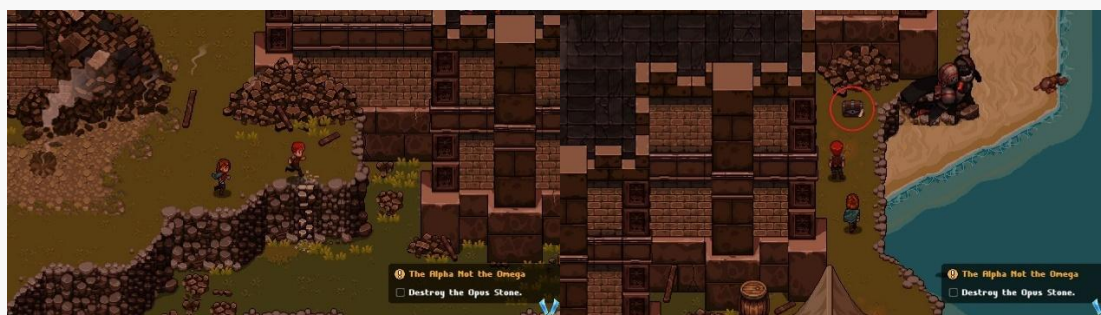
## 8 Destroy the Opus Stone

Head up from where we regain control and as the path curves left, keep an eye on the upper wall for a part where we can climb, and a chest at the top with **100a**.

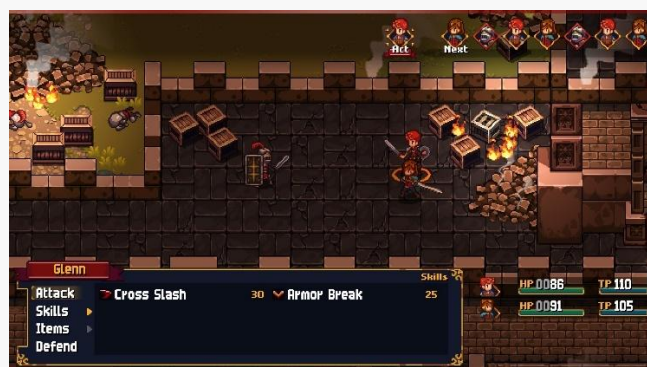


Continue left and you'll be in a fight against a pair of Tarynean Soldiers. Here you'll see that Kylian has a "Wide Swing" skill that allows him to hit both enemies at the same time. He also has "Helping Hand" to heal one party member. Very useful. Glenn has "Cross Slash" that allows him to attack 3 times in a row, and "Armor Break", which causes DEF and Magic DEF down on one enemy for 3 turns. Remember that your TP refills after each fight so feel free to use your skills to win this fight (and all those to come).

Jump across the gap after the fight and follow this path north for a bit. When you see the path continues north through some rubble, go right and down the wall to find a chest at the end with **Sweets**.



Return and continue north to find a **Tarynean Commander**. This is the shielded version of the Soldiers. Use Armor Break to lower his DEF because he likes to use "Defensive Stance" to increase his own DEF. After Armor Break spam your skills to kill him. After the fight go ahead and enter the room up ahead (you can see if you can go through a door if it has a green arrow on the floor).



Once inside go through the door on the left to find a chest with **Snack**, then continue up the stairs and back outside. We're on a bridge now where we see our ship, the **Sternenritt** ("Star Knight") going down. It was shot down. Damn! Nothing's going according to plan!

Continue along the bridge into the next tower and head south and back outside. Here we'll be fighting another Tarynean Commander. Deal with him and further left is another tower. Before you go in head left and around the tower to find a chest at the end with **Snack**.



Head back down and into the tower now. In here go down the stairs and as you go north you'll spot a soldier. This is the soldier that you told earlier to run away. Talk to him and he'll give you several items: **Angel Wing**, **Sweets**, **Snack x2**. If you told him to fight you'll find him dead. Damn.

Leave the building now and here a scene will play out where we're attacked by a Sky Armor that ends up running, then we'll be in a fight against 5 enemies! Luckily for us Marlock and Hyne appear to help us out! They survived the crash! They will be joining the party for the rest of the prologue and we'll get "Overdrive", a core of combat in this game and it's actually quite unique. It's also quite fun. That also means there's a lot of explaining. I'll leave all the info below so you can reference in the future.

The Overdrive Bar is the core of the battle system. The bar has three areas: yellow, green and red, representing the state of the party.

The cursor shows the current position on this bar. Almost every action moves the cursor to the right.

The small cursor shows where the cursor will jump to when choosing an action.



When reaching the green area, the party is warmed up and is in perfect synergy. This is called Overdrive.

In Overdrive, the party takes less damage, deals more damage and most importantly: only needs to spend half the amount of TP on skills.

Always try to stay in Overdrive!



Eventually, the party will reach the red area and become Overheat. This will let the enemy deal massive damage to you.

In order to stay in Overdrive, the cursor must be moved back to the left. This can be done with one of the following actions:



Ways of lowering the Overdrive Bar:

- While in Overdrive or Overheat, an icon will appear in the box left of the bar. This icon represents a skill type. The number next to it shows how many turns the party has before the skill type switches. Using a corresponding skill will make the cursor jump to the left by a great margin. Skills of the corresponding type are also MARKED YELLOW.
- Switching out characters in-battle. More details later.
- Use the DEFEND action.
- Use an Ultra Move. More details later.




Actions move the party's position on the Overdrive Bar. Try to REACH and STAY in the green area.

Overdrive effects: Damage dealt is raised. Damage received is lowered. Skills cost HALF TP.

Overheat effects: Red area of the bar. Raises the damage received. STAY OUT!

Use different options to make the cursor move back to the left.






Looks pretty intense, right? But it's not, at least not right now. Just use your skills until you enter Overdrive, and once you're in the green avoid going into the red by using skills that have the same icon as the one displayed on the left of the bar, or defend.



For now we want Glenn attacking any enemy while Marlok uses Motivating Words to buff up the party, then have him stick to Fire Burst. Hyne is going to be using Water Prison. Nice spell that attacks all, and Kylian just have him use Wide Swing.

Watch the scenes after the fight and we'll finally reach the Opus Stone. Before we can destroy it though the guy in the Sky Armor will get to us. His name is **Wywyan** and it's a boss fight time!



Ok, for it to be our first boss he's quite alright. Luckily for us we've been getting tons of healing items and items to restore TP in case you need to. Goes without saying that all your characters should be focusing first on buffing/debuffing, then focusing on attacking.

That being said, you'll want Glenn using Armor Break every now and then to lower his DEF then stick to using regular attacks, Cross Slash. Have Kylian attack normally and have him heal whenever it's needed. Marlock should be buffing us when needed, then have him attack normally and with Fire Burst. Hyne is fantastic here because his main role will be poisoning Wywyan, then normal attacking. You can use his Water Prison if you want, or you can stick to normal attacks.

Overall the boss will be hitting you for around 20 dmg. each time. You'll want to be careful of his Ultimate Attack though. Which is like a Limit Break attack that each party member has. This attack will deal a whopping 50 dmg., and this is while in Overdrive and our buff up. Knowing this make sure your characters are above 50 HP at all times. He'll only use his Ultimate attack once in the fight so you can loosen up afterwards, but before that don't. Have Kylian work overtime to keep your HP up. Use items if you need to as well. This will be like 6-7 turns (of the boss) into the fight so keep that in mind.

Also, this is where that one soldier with the dynamite comes into play. Remember that I told you during the ship that you should tell him that "he's the expert"? Well, he appears and throws the dynamite at the boss. It doesn't explode but you'll have to attack it once to set it off. It does a whopping 200 dmg. to the boss. Awesome!

And with that, let's go over his attacks:

- **Normal Attack:** hits one character for around 25 dmg. while in Overdrive.
- **Defensive Stance:** increases DEF for 7 turns.
- **Fire Tail:** hits all party members for around 15 dmg. while in Overdrive.
- **Ultimate Attack:** hits one character for around 50 dmg. while in Overdrive.

After the fight watch the scenes that play out where Wywyan tells us not to destroy the "Opus Stone" because it's not what we think it is. Of course we're not going to listen to him... and watch what happens... welcome to Chained Echoes!

From here we'll have some story about what happened after the events that just happened. Afterwards, we'll be in Chapter 1!





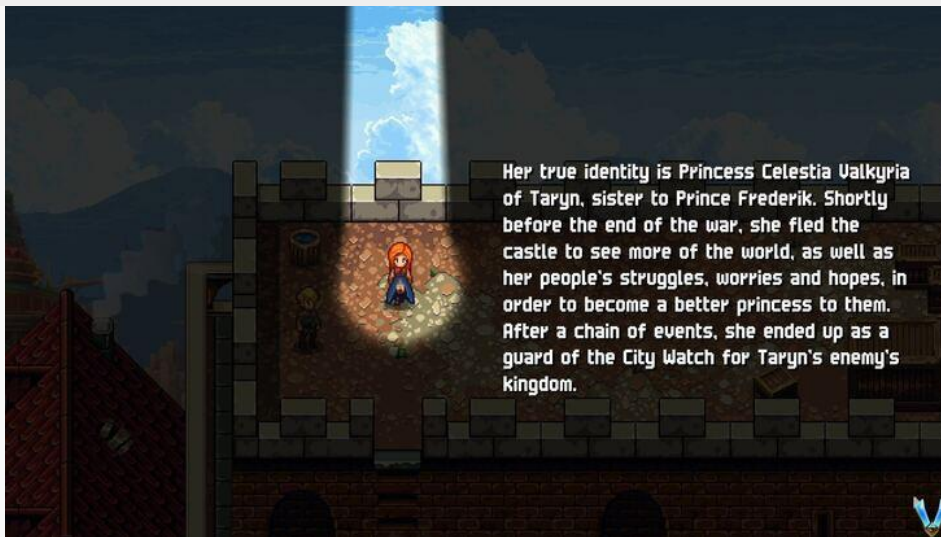
# The City Watch

*Lenne and Robb try their hardest in keeping the peace of the city and its festivities*

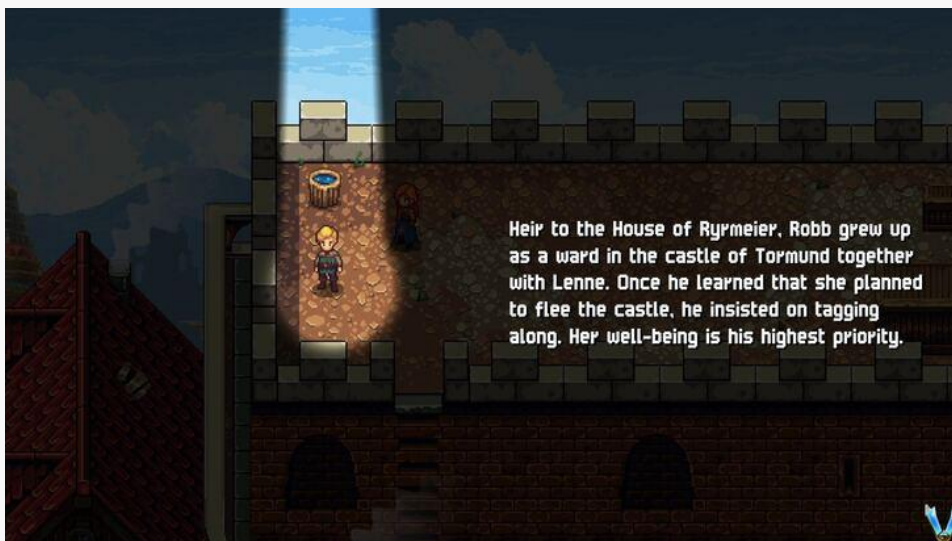
## Farnsport



As we start this new chapter we'll see some new faces, **Robb** and **Lenne**. We are also in a brand new place, **Farnsport**. It seems Lenne is/was a princess that's now on the run because she wanted to see more of the world.

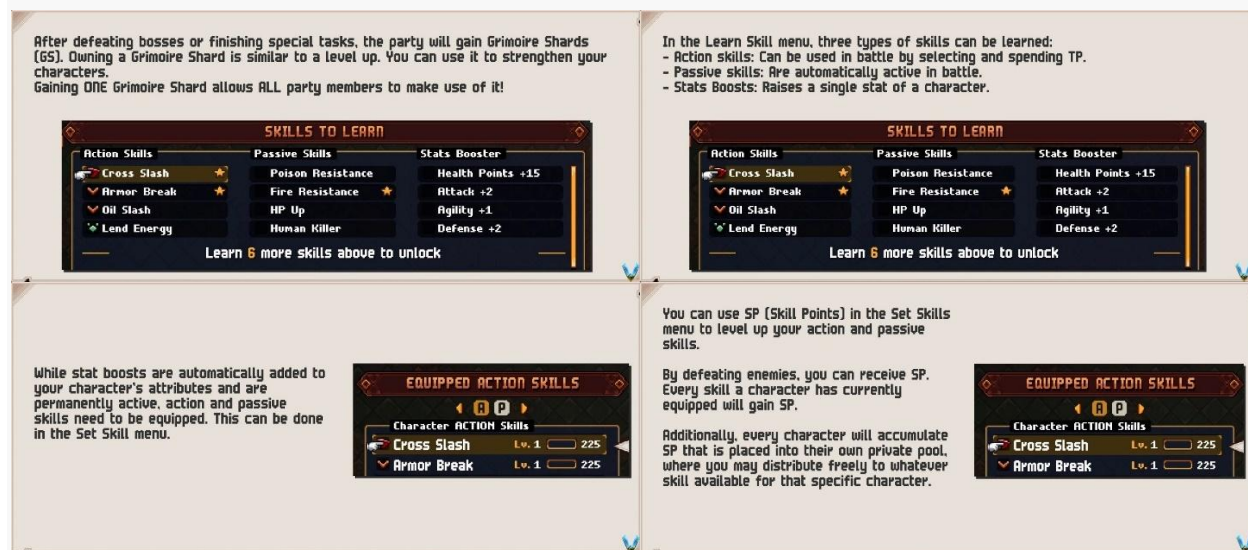


Robb... is basically her chaperone.





And right after this we'll be told about Grimoire Shards, learning Skills, types of Skills, Skill Points, etc. A lot of info to take in so check out the images below if you need a refresher later on.

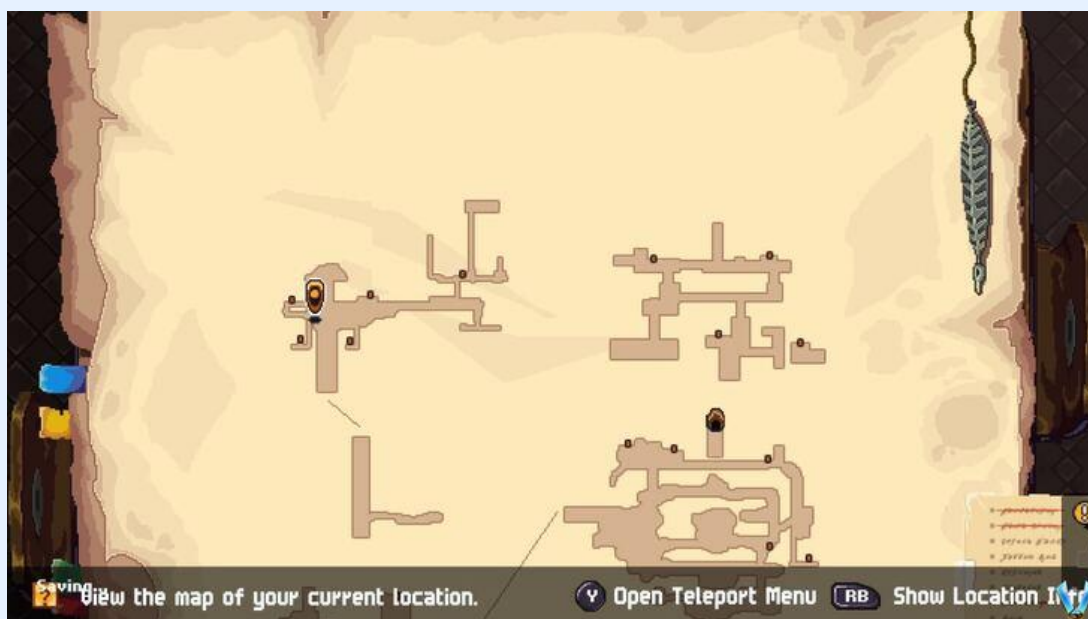


## ! Check the armed person in front of the city gates

Once you regain control go ahead and have Lenne and Robb learn a new Skill. Here you can unlock one thanks to the Grimoire Shard we got from the Wywyan boss fight. Personally I had Lenne learn **TP Up** while I had Robb learn **AGI Up**, he also got +1 ATK and Lenne had an upgrade in almost every stat, which is nice.

## NAVIGATION: MAP

We'll be using the maps a lot throughout the game. You access them by pressing . Normally for towns and villages you already have them, but there are some places that have no map whatsoever, and other where you'll be filling it up as you go.



In this first town for example, Farnsport, you'll see these little red dots on the map. These are entrances to houses. This will make it easier for me to tell you which house to enter. In the image above, where I'm located in the map, it's easy for me to write and you to understand if I saw bottom left house, upper right, etc.

We'll be tackling towns and the like like that so we'll be getting used to it together.

Now start going down the stairs to the south. At the fork down here there's nothing to the left of right. You can go inside the house with the red roof and talk to the NPC in here if you want. Talks about wood flavoring food. Hmm.

Head further down and go right first to find a chest near the dead end with **250a** inside.



Return and go left now to trigger a scene with an old man. Yeah, he's not happy about the peace treaty that's about to be signed. He doesn't like that people act like nothing's wrong after 150+ years of killing. You... just got to learn to let go! Revenge just births more revenge in a never-ending cycle of hatred... sorry, been playing too many games haha "cough God of War Ragnarok cough".

During the scene we also meet **Row**, who seems to be the greatest pilot in Escanya. I wonder if that's true. It seems Lenne saved his wife and newborn daughter. That's nice.

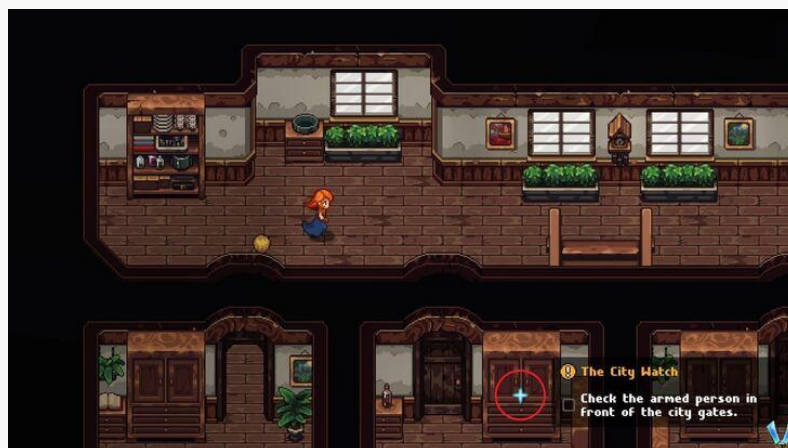




Once you regain control, to the left we'll have the plaza. Enter the first house here (above us as we regained control) and check the sparkle to find **25a**.



Head back outside and talk to people around here if you want. You can talk and pet the doggos in this game! Yes! Enter the upper left house now and open the chest immediately to your right for **Eye Drops**. Now talk to the people in here if you want, but go upstairs and check the sparkles in the second and fourth rooms to find **Snack** and **Snack**.



Head back outside and go down the bottom left stairs and enter the tunnel down here. Here speak to the employee... the huge boar demi human and leave the city.



## Rohlan Fields



### Monsters

|                                                                                          |        |        |                                  |                                                                            |
|------------------------------------------------------------------------------------------|--------|--------|----------------------------------|----------------------------------------------------------------------------|
|  Pigear | Beast  | HP 300 | Strong to Earth,<br>Weak to Fire | Pom-Pom (Common)<br>Thin Hide (Uncommon ,<br>Steal)<br>Ashen Bone (Rare)   |
|  Boxfly | Flying | HP 250 | Weak to Wind                     | Boxing Glove<br>(Common)<br>Weathered Bone<br>(Rare)<br>Ashen Bone (Steal) |

### Loot and Materials

- Bitter Onion
- Capless Mushroom
- Dandepanther
- Dirty Wool
- Domestic Bug
- Fairy Wing
- Silk Thread
- Slimy Worm
- Succulent Fruit

| Traveling Merchant |         |
|--------------------|---------|
| -\$-               | USABLES |
| Snack              | 100a    |
| Sweets             | 200a    |
| Panacea            | 50a     |
| Eye Drops          | 50a     |
| Alarm Clock        | 50a     |
| Antidote           | 50a     |
| Lozenge            | 50a     |
| Sage               | 50a     |
| Angel Wing         | 400a    |

### ! Check the armed person in front of the city gates

We are now in the outskirts of Farnsport! Head left to find your first enemy, the **Pigear**. This guy has a ton of HP to be a regular enemy, but remember that TP regenerates between fights so make use of your skills. Spam them even. Also note that we have our **Ultra Move**, which is similar to the Ultimate Attack from Wywyman, our Limit Break of sorts. We have one gauge for all party members so keep that in mind. Feel free to use it at the start of fights. I'll tell you when to stop using them if there's a boss fight approaching.



After the fight head west and grab **Silk Thread** from over the bridge. I don't know if these "loot" items are randomized (as in what we get) so let me know down below if you got something else.

Continue moving forward and as you head north a scene will play where you'll find a bunch of people and the very obvious bandit checking them out.

### ! Follow the armed person

Head further north and speak to the old man if you want. You can talk to the merchant on the right to purchase items. At this point you should have around 9-10 Snacks and should be more than enough. Save your money for now.

Go up the wall next to the old man and to the left is a sign that reads "**Beware of Goblins**". Hmm. Further west is a Boxfly enemy for you to fight... yep, a huge fly with boxing gloves haha.

From here head south down the slopes and to the beach. Here go left to find a chest at the end with **Snack**.

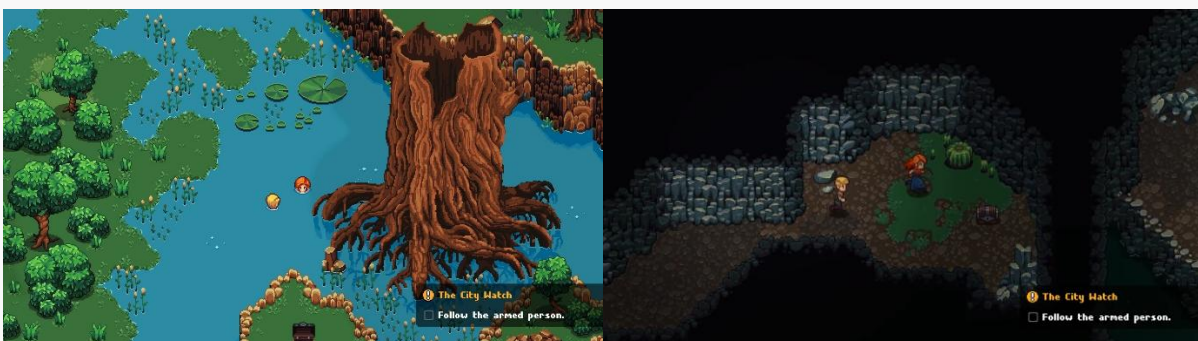


Return up the slopes and go left into the next area. Here go left under the waterfall and grab **Dirty Wool**. You'll also see a cave below us. That seems like a way out? We'll find out eventually. For now jump across the gap to the left and as soon as you do you'll see a wall you can climb to the left.

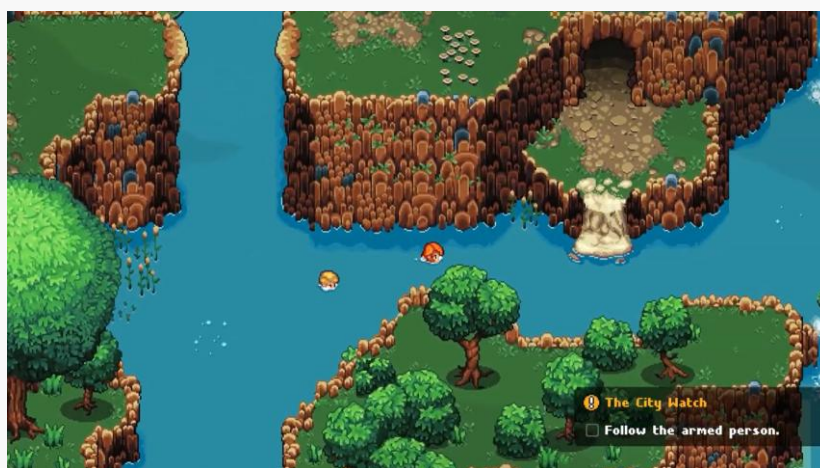




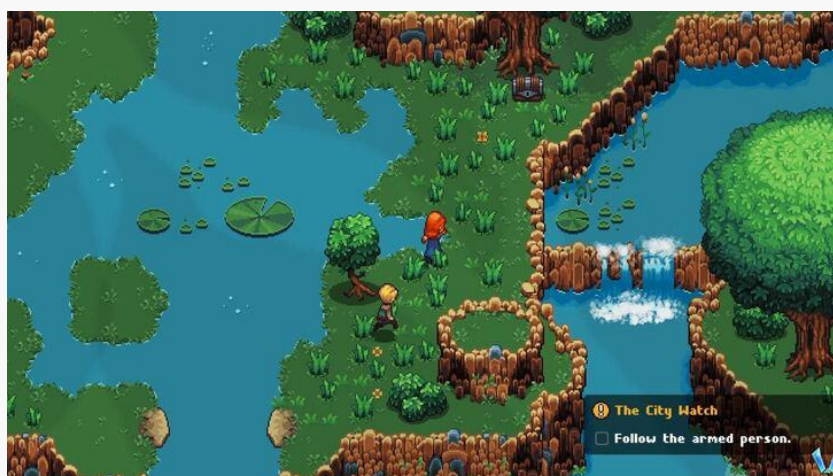
Up here go into the water and out to grab the chest here with **78a**. Behind you'll see a huge tree in the water. Get back in the water and go behind it. There's a secret entrance behind the tree if you move towards it. Inside you can find a chest with **412a**.



Now head east from the tree to find 2 waterfalls facing each other. Swim down either one of them, then swim down a second waterfall. Down here go right and into the cave we previously saw. Head inside and up the wall in the back to find a chest with **Medallion**. Great accessory for Lenne.



Leave the cave and jump down. We're back where we just were! Head back left and continue under another waterfall. Grab **Silk Thread** down the slope and here follow the water south and to the right when possible. Jump across and this will lead to a chest with **Snack**.



Return to the left side of the pond and continue going left. We'll now have to fight a Boxfly and a Pigear. I recommend focusing on the Pigear first as it hits harder. From here go left into a little alcove to find **Silk Thread**, then north where we'll find the entrance to a cave that's not ominous at all with that skull rock formation haha.

## Termina Caves



### Monsters

|                                                                                                      |       |        |     |                                                                 |
|------------------------------------------------------------------------------------------------------|-------|--------|-----|-----------------------------------------------------------------|
| <br>Goblin Shaman   | Human | HP 250 | N/A | Goblin Skull (Common)<br>Snack (Rare)<br>Goblin Skull (Steal)   |
| <br>Goblin Soldier | Human | HP 250 | N/A | Sturdy Bucket (Common)<br>Snack (Rare)<br>Sturdy Bucket (Steal) |
| <br>Robber        | Human | HP 200 | N/A | Beast Pelt (Uncommon)                                           |

### ! Investigate the cave

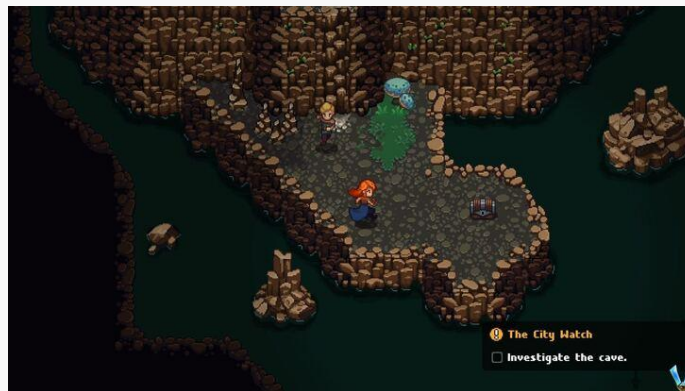
Once inside... welcome to **Termina Caves**. Watch the scenes that play out where we see a pair of bandits talking about Goblins and whatnot. Once ready though, head down the slope and go north across the bridge to fight the bandits. These guys attack twice since they have 2 daggers each, but each hit goes for 6 dmg. Not so much. You can have Lenne attack and use her skills while Robb poisons them for an easier time.



After the fight go ahead and check out the double doors here. They're locked. Looks like we'll have to find the key.

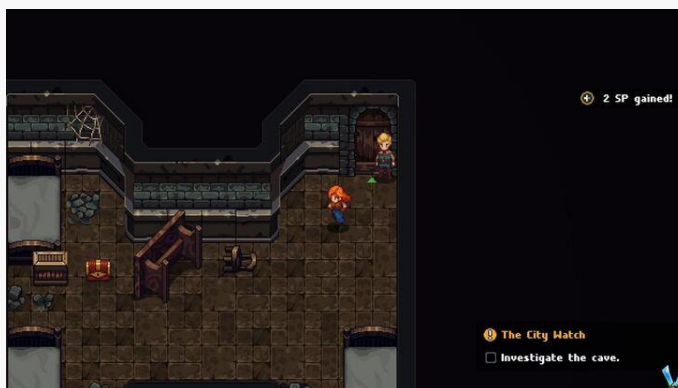


For now though, let's go left first. In the next room we can go north through the door, or south. Go south down the wall to find a chest with **Snack**... man it's nothing but snacks!



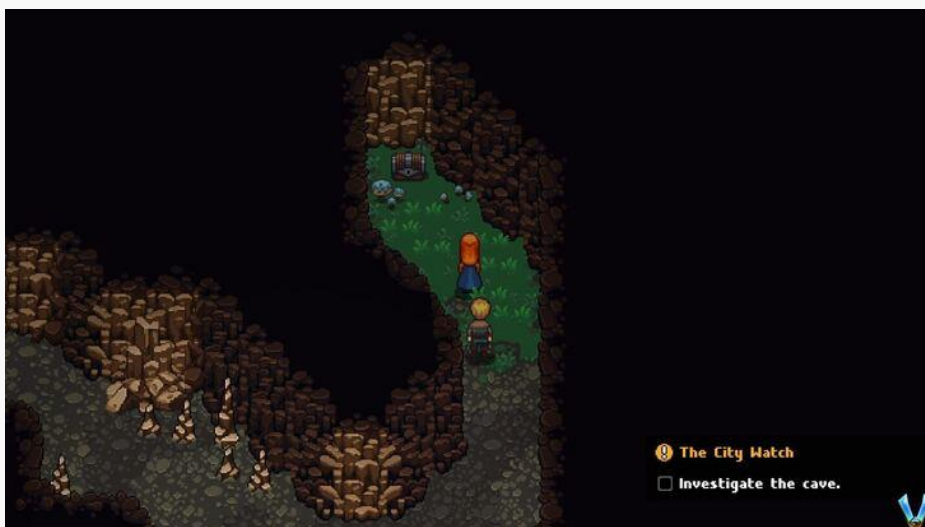
Head back up and through the door. Follow this path until we find a pair of Goblins. Ok now these guys are harder than the other enemies. The Goblin Soldier likes to buff himself and the other Goblins, and also attacks for quite a bit (around 20 dmg), and the Shaman loves poisoning the party. This poison can kill you really fast so make sure to keep your HP up. If you have items to cure poison use them. Of course you want to take out the Shaman first. It's your top priority and use Snacks as you need to. We've been getting tons for a reason.

After the fight go through the door and open the fancy chest for **Swift Sandals**, our first accessory. This one increases our chances of acting first in battle.

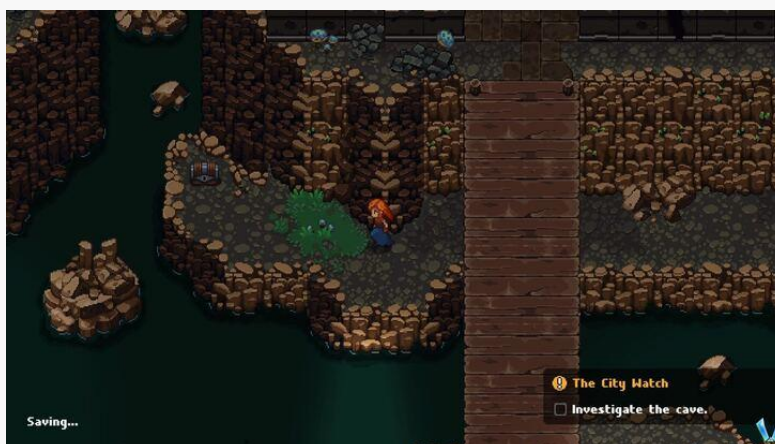




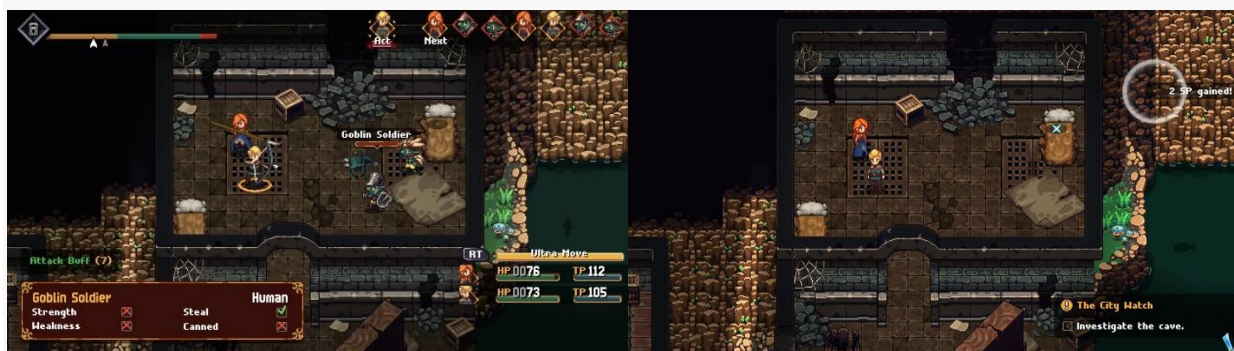
Return to the locked double doors and go north now into the tunnel. At the fork up ahead, to the left is a dead end with a fight against 2 more Goblins. Ignore or fight if you wish and go right afterwards. At the next fork go north to find a chest with **Antidote**.



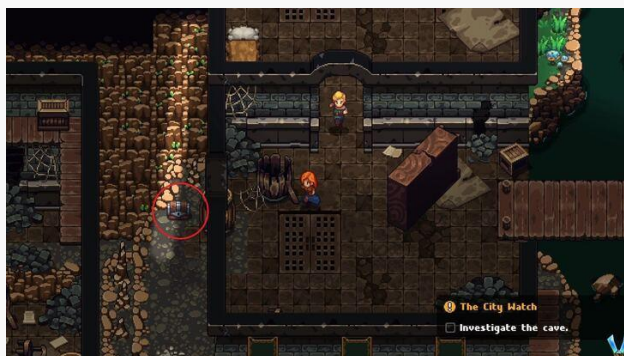
Return and go south now to reach another fork. Ignore the bridge for now and go south down the wall. Follow this path to the very end where a chest with **Angel Wing x2** awaits us.



Return up the wall and now cross the bridge to the left and go north to the next room to find another pair of Goblins for you to fight. Once they're dead check the bed here to find **Termina Cave Key**. Just what we needed.



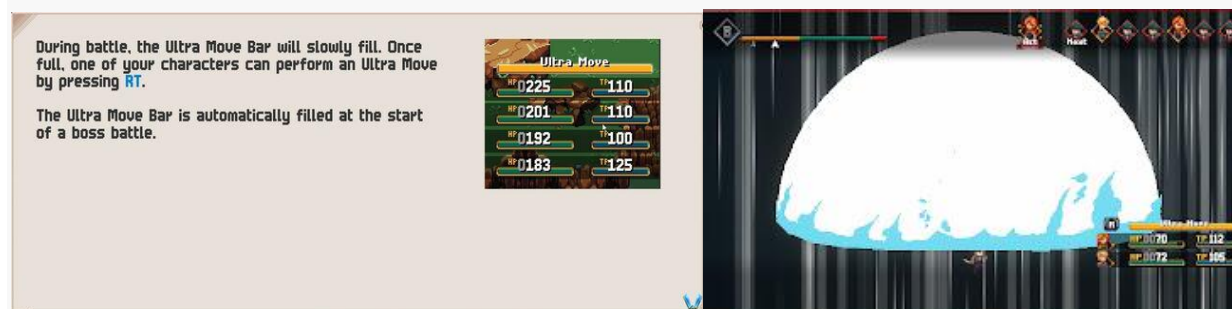
Return to the previous room and go left to find a chest with **219a**.



Now go ahead and slide down the wall here to be back outside the room where the double doors are. Go ahead and open them and go through. Follow the tunnels and you'll reach a little room where there's a chest with **Sweets x2**. Open it up and continue going left to trigger a scene with this guy called **Matthye**. It seems he's the one behind the guys trying to start an uproar.



After the scene, of course the party will try and talk and reason with the Bandits... that's not happening. Here we are to fight 3 Bandits now. We are also taught of **Ultra Moves**, which I explained a little bit above.



This fight is basically the same as we had at the start of the cave... but nope! Something unexpected happens and we'll suddenly be in a boss fight!



### BOSS FIGHT: SANDWORM

Ok, I didn't think we would be fighting a boss here! Well, I did figure we would, but not like this haha. The Sandworm, thankfully, is pretty easy, especially since we only have 2 party members and very limited skills.

Thankfully, the Sandworm is weak to water, which means we can have Lenne use **Water Thrust** to damage the worm. I do recommend that you only attack at the start of the fight until you enter Overdrive to take advantage of the increased damage and the decrease in TP needed.



Once in Overdrive though, have Lenne stick to using Water Thrust and only that. You will want to use Cleanse if and when the boss gives himself Regen. Meanwhile, you'll want Robb to use Poison Shot to inflict poison, then stick to Power Shot. Also remember your Ultra Move. Have Lenne use it when in Overdrive to prevent wasted damage.

And that's about it for the fight. Stick to attacking and poisoning, and only use your skills when in Overdrive to maximize your TP. Heals can be handled by a Snack or two so that should worry you at all.

As for attacks, they're listed below!

- **Normal Attack:** hits one character for around 15 dmg.
- **Bed of Stones:** grants Regen to himself.
- **Earthquake:** hits both characters for around 10 dmg.
- **Earth Weakness:** lowers the party's Earth Res Down.

There will be many scenes after the fight and we'll be back in Farnsport. The quest will end here and the next one starts. I'll see you all there!

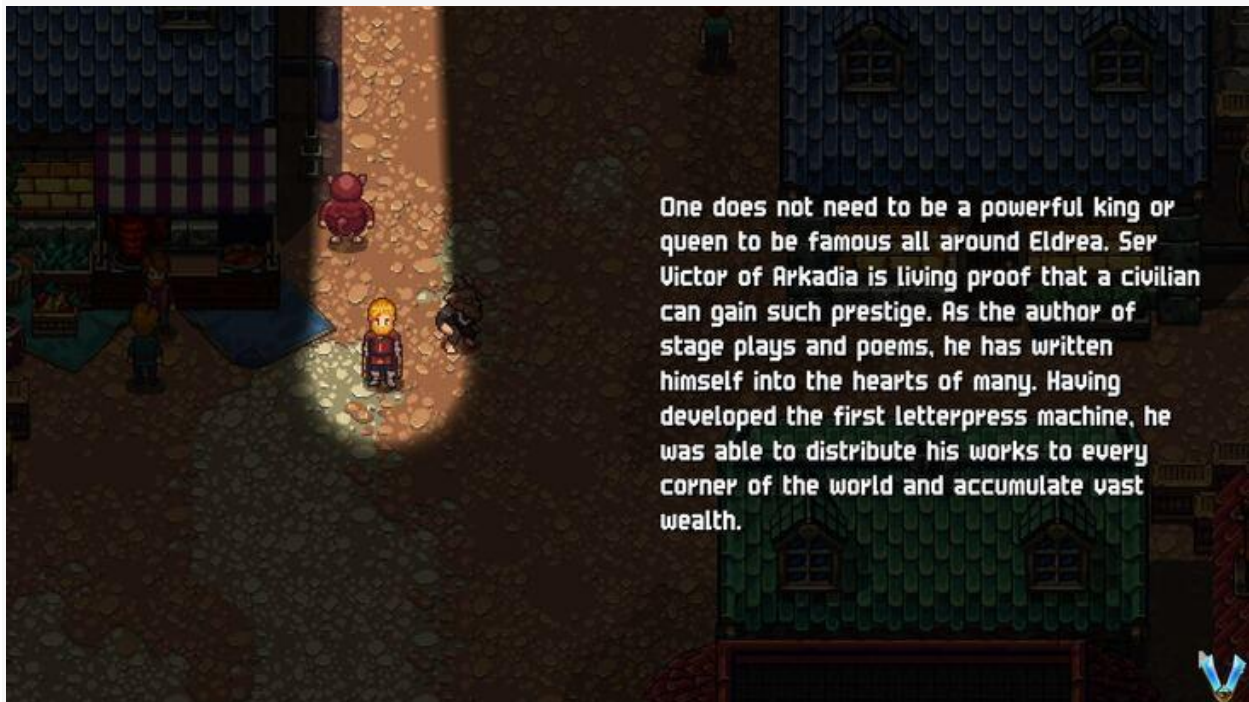
# Festivities



*In a city as large as Farnsport, many things can happen.*

## Farnsport

Back in Farnsport, Lenne and Robb will be back and wondering what they should do. As they decide, the camera will change from following Lenne and Robb over to a new party member, **Victor**. I like his beard!



Eventually we'll gain control of Victor and we get to explore this new area of Farnsport and play some minigames... "play".



## ! Collect chips and exchange them for items

Ok, so for this next part we need to collect chips. Heinlein start by giving us 50 of them so we can go around and play this little minigames. In the shop up ahead you can buy everything for 120 chips, meaning we only need 70 more. The thing is, we don't get to buy anything... and you'll see why. I also didn't get any items from getting all the items in the shop... so I don't know if you can skip this whole place. Will update this once I find out. Anyway, let's start exploring. Feel free to ignore this entire part and continue to the shop to the north if you wish.

Let us start by having Victor learn some skills. He can learn 2 of them and I opted to go for "Pressure Point" and "DEF Up". Now head directly west to find a chest in the corner with **Beast Pelt**.



Return to Heinlein and go north to the plaza area. Talk to the people around here to learn about the **RPS Champ**. It seems there's a champion of Rock-Paper-Scissors here (the man in green). The people here tell you basically how to beat him. It's pretty easy, but simply pick the answers below. Make sure to save your game just in case you screw up and click one by accident. He gives you extra chips if you beat him on your first try for a whopping 55 chips.

- **Paper, Rock, Scissors**



Southeast from the RPS Champ is a stairway going down to the "Turtle Race" minigame. You have to pick who's going to win and they're all sorted "randomly". It costs 10 chips to play. There's an easy way to see who's going to win. Simply... talk to them. If you see the turtle stutter then it's a no go. It has to say **"TURTLE!"** just like that.



Simply pick that one and watch it win. You can do this over and over too so you can spend a couple minutes here to get your 120 chips. After the races go ahead and check the northeastern corner to find a little chest with **Bamboo Fiber x2**.

Head up the stairs and go right to find an odd looking person at the end. He'll tell you how to win the turtle races for 40 chips... nah. He tells you about the Turtle's stuttering and which to pick. I just saved you 40 chips!

Return to the RPS Champ and check the northeastern corner. The minigame up here allows you to spend 10 chips to eat as many dapples as you can. You'll get 1 chip for every plate you eat. You'll have to mash your  button nonstop for what feels like an eternity. I managed to get 25 plates done for 25 chips... 15 after what she took.



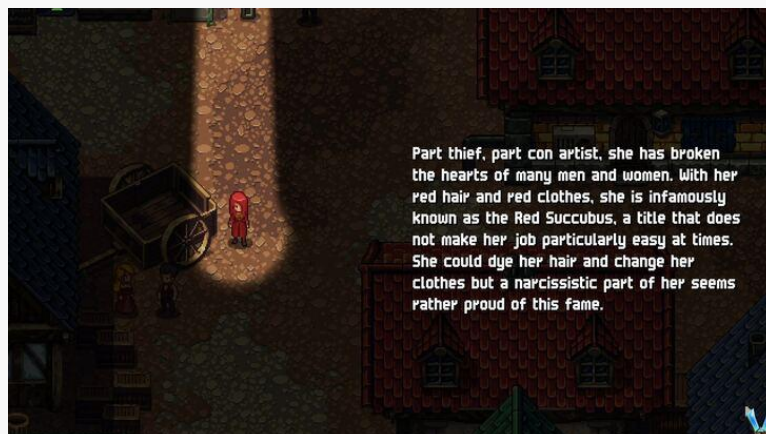
#### FESTIVAL PRIZES:

|                    |          |
|--------------------|----------|
| Final Elixir:      | 15 Chips |
| Genji Shield:      | 20 Chips |
| Genji Helmet:      | 20 Chips |
| Orichalcum Dagger: | 20 Chips |
| Rising Sun:        | 20 Chips |
| Excalibur:         | 25 Chips |

Once you're ready and done with the minigames, head north towards the shop and the woman with red haired lady will stop you. If you're ready, go ahead and go through. Here you can pick up 6 items, all which have overpowered names. These cost just a handful of chips, and like I said, you'll need 120 to buy them all. Pick up all 6 items on the tables and talk to the man behind the counter. He'll go ahead and charge you 120 chips for the items. But we just gate them to the lady in red... yeah she stole from up.



Eventually Victor will just laugh and we'll be in control of the thief, who's name is Sienna.

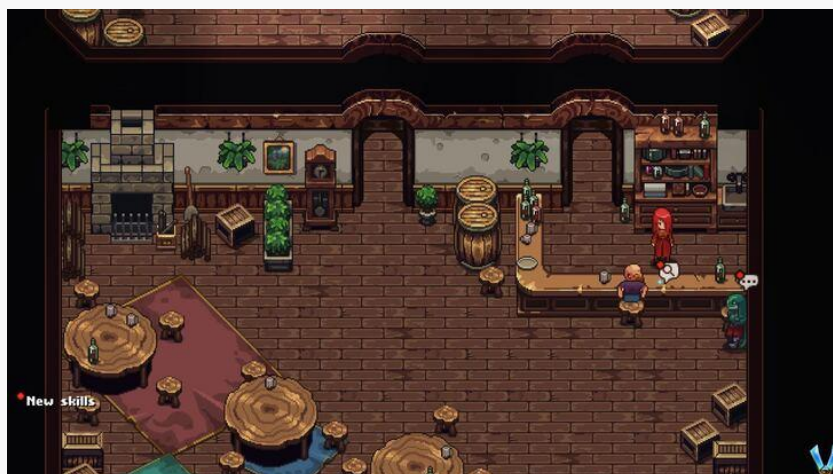


### ! Look for things to steal

Now, with Victor we had to play some minigames. With Sienna we need to steal from people. We need to steal 3 things, but before we do that let's start by learning some new skills. Personally, I learned "Petal Storm" and "X-Slash". X-Slash causes Bleeding for 5 turns and can trigger "Petal Storm". Petal Storm is a very powerful skill that cannot be used on its own. To use it you'll need to "proc" it by using X-Slash or Yoko Giri. You have a chance to proc Petal Storm. This reminds me of Final Fantasy XIV so much haha. Still, despite it being only a chance to being used, it's worth it because of the very low cost and high damage.

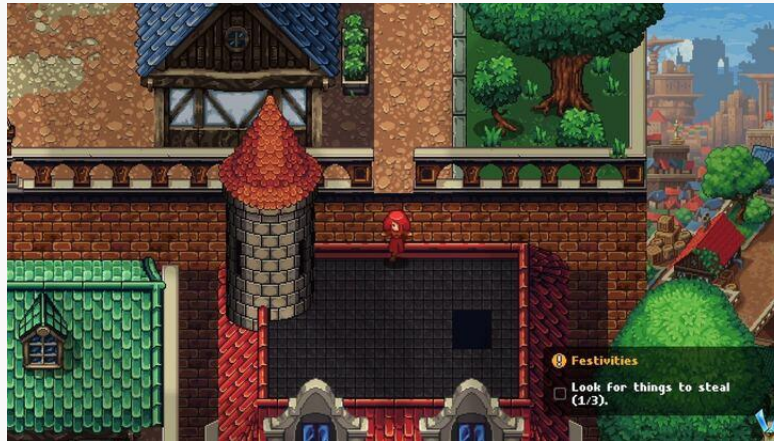
From where we start entering the building to the upper left building. This is a restaurant/bar and you'll see a man passed out at the counter. The man left out his wallet over on the counter. Talk to the green man and he'll tell you that a good barkeeper would keep the wallet safe.

So, to steal the wallet talk to the barkeeper and ask for his cheapest drink. Ask for it 3 times and he'll go fetch another bottle. Once he does go inside and go around and behind the counter. Try stealing the wallet and you'll tell the man standing there that you're a new barkeeper haha. Nice. You'll get **500a** from the wallet... sadly you don't get to keep it... unless you don't act as a barkeeper and just straight up steal it. Still worth going through the barkeep facade though.





Head back outside and go east down the stairs to find a large house here. This one is locked so we'll have to find another way in. Head back to where you gained control and head north up the stairs. Up here go east and go behind the house with the blue roof. This will allow you to drop onto the roof of the house that was locked.



Drop inside and go inside the room to the south. Check the side table next to the bed to find **Laxatives**. That'll come in handy.

**NOTE:** these are VERY important so make sure to pick them up!

Head downstairs now to find the owner of the house... and another person naked on the table with a cake over them... this is my kind of party! Haha. What is happening?



Anyway, leave the house, go left up the stairs and then north up the stairs once more. This time we're going left. Cross the bridge and go south at the fork to reach a park where you'll see a man sleeping on a bench and another person nearby.



Speak to the bald man standing up and he'll ask about restaurant recommendations. Tell him "**The one up the stairs is pretty good**" to have him leave. You can now safely steal the sleeping man's money and key.

Head back north up the stairs and go north once more up another set of stairs then enter the house to the left. In here you'll see there's something sparkling on the stove. Go up first and the man will tell you to get out. Hmm. Go ahead and examine the sparkle. You can put the Laxatives we found earlier in here. Go ahead and "**Put in the laxatives**" to get rid of the man then you can get **Sacred Water**.

**NOTE:** this item is very important so make sure to get it! Don't leave this place without it!



Back outside head east now across the bridge, ignore the path going north and enter the house to the far right. You can only get in here using the key you stole from the man at the park. Inside go north to trigger a little scene where we find a little girl sleeping. We steal some money here... and leave it. Sienna is good at heart.

Now leave the house, go west a bit and north into the next area.

### ! Move on to the next area

As we enter this new area someone will call out to us. Go east from here to trigger a scene where we're captured. Dangit. Watch the scenes that play out here and we'll end up working for these guys. Then want us to sneak into the royal palace and steal the **Blue Darn**. After many, many scenes we'll end up in the next area, **Narslene Sewers**. This is also the end of this quest and the start of the next one so I'll see you there!



# A Lovely Banquet

*Our protagonists have gathered in the royal palace of Farnsport. Hopefully nothing goes wrong with the banquet.*

## Narslene Sewers

### Monsters

|                                                                                              |         |        |                                  |                                                             |
|----------------------------------------------------------------------------------------------|---------|--------|----------------------------------|-------------------------------------------------------------|
|  Bat        | Flying  | HP 130 | Strong to Water,<br>Weak to Dark | Thin Hide<br>(Uncommon)                                     |
|  Sewerdiver | Aquatic | HP 250 | Strong to Water,<br>Weak to Wind | Tin Ore<br>(Uncommon)<br>Iron ore (Rare)<br>Tin Ore (Steal) |

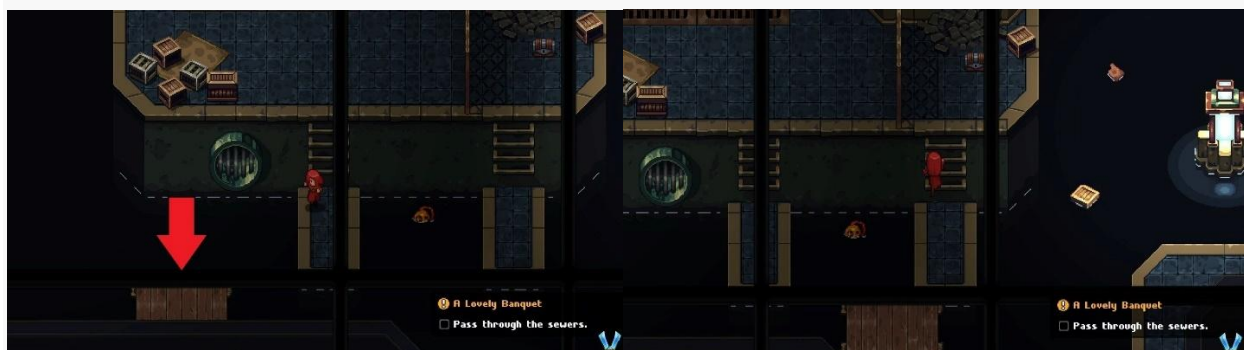
### ! Pass through the sewers

We start out in these sewers with poor Sienna going through them alone.

From where we start going left is a dead end so let's go right. You'll fight a new enemy, the **Bat**. Not much is to be said about them. Nothing to steal and weak to dark. I'm surprised they're weak to dark.



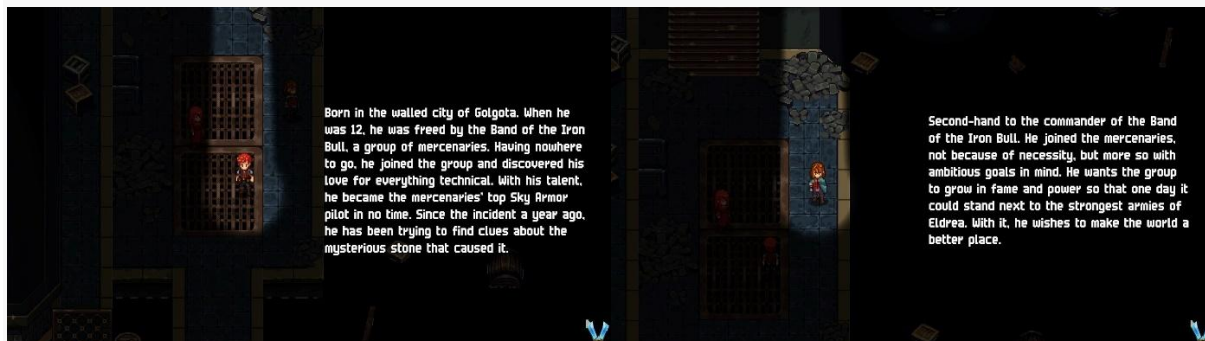
After the bat head south down the ladder (notice the chest to the right) and we'll have to wait for a raft to come our way so we can ride it. Get on and as you go around, you'll see a platform you can get off at on the southwestern side. This is the way to go but remember that chest we just saw? Stay on the platform and wait for it to go around. Get off the next platform so you can get to it, which has **Tin Ore x4**.





Get back on the raft, ride it again and now get off the southwestern platform. Follow the path here, kill another bat and at the fork past the bridge go north and down the stairs to trigger a scene where we see a huge octopus - kraken (FFVI Ultros reference?) and someone comes out of it... Glenn and Kylian? What are THEY doing here? Where have they been all this time? THEY SURVIVED? (of course, they're the protagonists haha).

Watch the scenes play out and eventually the 3 will band up together. Awesome! We also officially get some info on Glenn's and Kylian's backstory.



Once we regain control make sure to have Glenn and Kylian learn some new skills. I had my Glenn learn **Oil Slash** and **Lend Energy** while I had Kylian learn both **Leg Aim** and **Recall Training**. Glenn's Lend Energy is crazy good. You spend 50 TP to give another party member 50 TP, but while in Overdrive this costs you 25 TP.

Now head south and follow this path as it takes you up the stairs and west. We'll have a fork pretty soon. Head south first to find a chest at the end with **Magic Overdrive x2**.



Return and go left now. You'll fight a new enemy as you go, the **Sewerdiver**. These guys are weak to wind but we cannot exploit that just yet. You can also steal some Tin Ore from them with Sienna if you want.

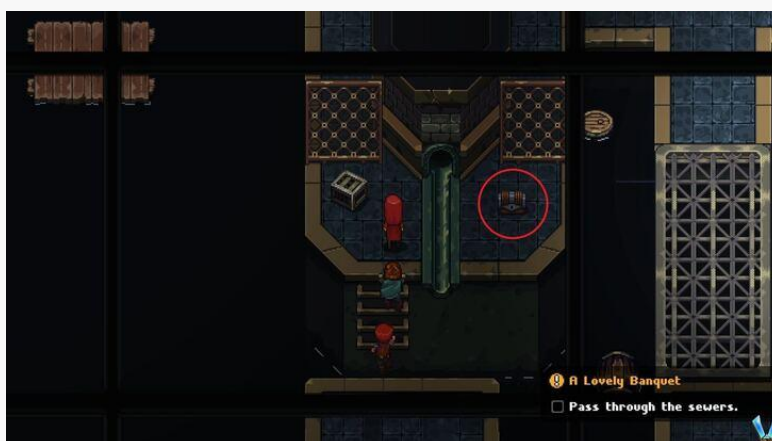




At the end of the bridge you can go north up the passage or down the ladder to the south. Let's go north first just to find a very sneaky chest at the end with **Antidote x2**.

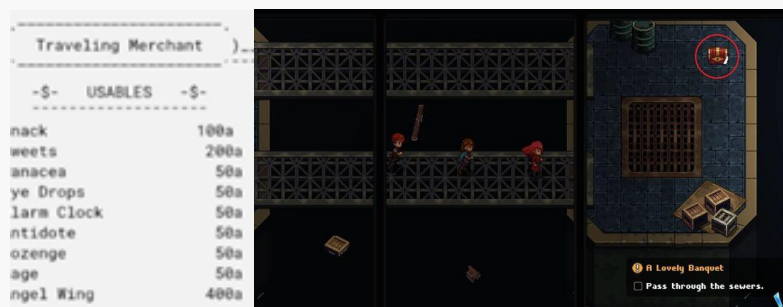


Head back and go down the ladder now. Get on the raft and get off at the first platform you come across (on the northeastern side before it goes down) to find a lonely chest over here with **Coconut Fiber x3**.

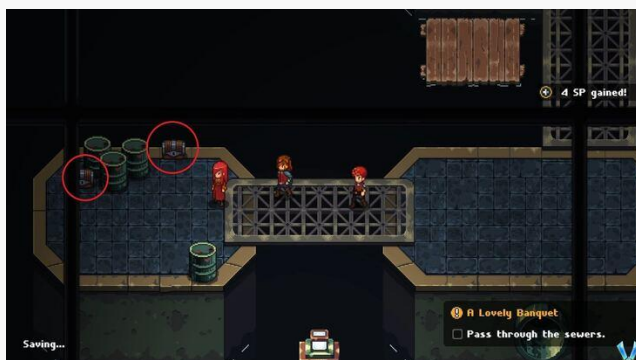


Return to the raft and ride it back to where you first got on. Now go up the ladder and south down the bridge to reach a fork and a merchant. Not much I really needed but feel free to buy any items you may need.

From here let's go right first to find a fancy chest at the end with **Sturdy Aketon**, a nice armor upgrade for Glenn or Kylian. You'll have to fight some Sewerdivers before you get to it though.



Return to the merchant and go left for another fork. If you try going north the game will tell you there's no coming back for a while so make sure to explore it all. For now head left to find 2 chests, containing **Sweets** and **Buff Overdrive x2**.



And with that, save your game and prepare yourself because as we go north a scene will play where we'll take the raft and we'll be fighting the kraken... again another FFVI reference and I love it!



We are fighting the Kraken, well just the tentacles. There are 3 tentacles and all 3 of them to different things. I at first thought they were all the same, but they're not! The top tentacle is a healer while the middle tentacle focuses on magic attacks and the lower tentacle does physical damage. I like how they all do different things.

It goes without saying that the Healing Tentacle is the first one that has to go. Healing 50 HP every turn it has is horrible, but also kinda good. The reason for this is that it always focuses on healing the other tentacles before itself, which means you can use Kylian's Wide Swing once or Sienna's Yoko Giri to hit all tentacles then have the Healing Tentacle waste 2 turns healing them. While it does that of course go ham on it until its destroyed.

Have Sienna use X-Slash to cause Bleed and get a chance to use Petal Storm to deal some massive damage to the Healing Tentacle. Gleen can focus on using Cross Slash to deal massive damage.

Of course let's not forget about our Ultra Move. You can either have Sienna use it to deal massive damage to the Healing Tentacle, or save it and have Glenn use it once the Healing Tentacle is dead.

After the Healing Tentacle, you can take the other 2 however you want. I found the Megical Tentacle to deal more damage so focus on it afterwards, and lastly the Physical Tentacle. You can also steal a Copper Nugget from the latter so do so.

Overall not a difficult fight. Knowing that the Healing Tentacle... heals makes this a much easier fight. You can keep up the healing with Kylian's heal, or using a snack every now and then should keep you healed and safe.

Once the Healing Tentacle is destroyed, the other 2 Tentacles will be buffed. The physical one will gain increased ATK while the magical one can attack all characters. Focus on the Magical Tentacle because, even though it hits for less damage, it's still hitting all characters at once. The physical's power increase isn't as drastic.

- Healing Tentacle
  - **Tentacle Heal:** heals a tentacle for 50 HP.
- Magical Tentacle
  - **Tentacle Splash:** hits one character for around 18 dmg.
  - **Tentacle Fury:** allows it to hit all characters at once with the attack Water.
  - **Water:** hits all characters for around 10 dmg.
- Physical Tentacle
  - **Tentacle Pierce:** hits one character for around 15 dmg.
  - **Tentacle Rage:** increases dmg. dealt by ~30%.

After the fight we'll appear outside the sewers and in one of the castle's courtyards. We made it! Watch the scenes that follow and we'll now be inside the castle and in control of Victor.



# Farnsport Castle

## ! Gather intel and prepare for some questioning

Once we regain control we need to go around talking to people to learn more about Princess Amalia, and the situation as a whole. Go ahead and save your game here. You deserve it. Once you do go ahead and talk to everyone around here and when ready leave using the eastern exit. Select **Yes I'm done** and a scene will play.

During the scene you'll be talking to several people and will have to pick an answer for each one. Pick the ones below to get the best reward:

- You must be speaking of Taryn's ruler.
- Isn't it exciting to see so many new faces?
- The High Inquisitor himself. I am honored.

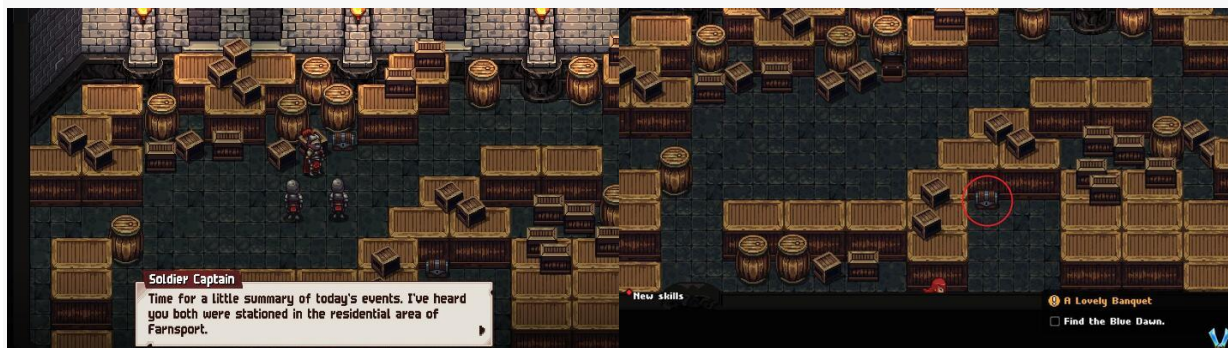
If you got them all correct you'll get the **Life Thread** accessory.

## ! Find the Blue Dawn

After that we'll be back with Sienna. She's gone inside the warehouse. Watch the scene here and you'll get items depending on how well you stole from the townsfolk before entering the sewers. Go ahead and open the chest for a reward based on how well you did:

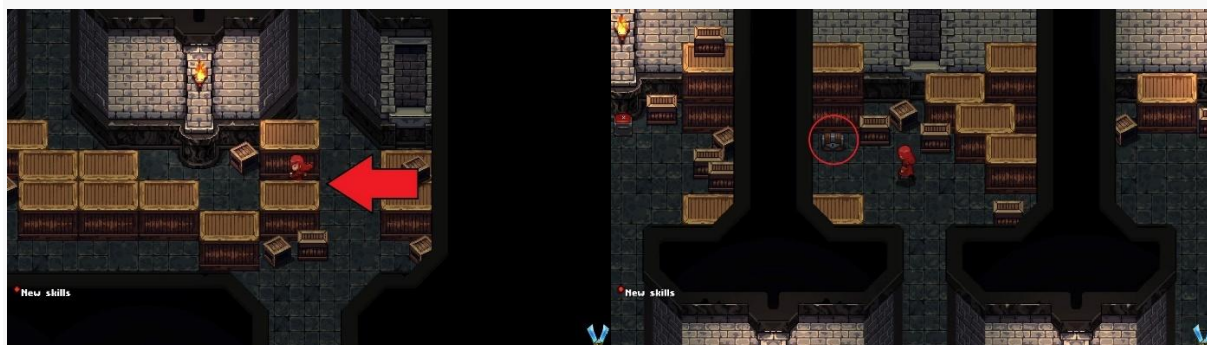
- **Mystic Ring**: don't get caught when stealing as Sienna.
- **Angel Wing x2**: you get caught once
- **Sweets**: you get caught twice
- **Snack**: you get caught three times

Now go south to where you regained control and go right while sticking to the bottom wall to reach the chest that has **Angel Wing**.

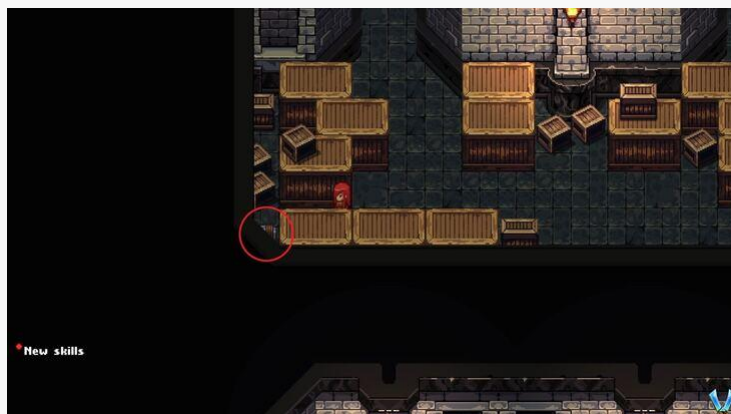




Now go around and go to the southeastern corner to find a chest with **Attack Overdrive**. Head north now to find a fork. To the north is a dead end but you want to go left **IN BETWEEN THE BOXES**. Doing so will let you get a chest with **Horn x4**.



Return and go left now. Before you go north check the corner for another chest, this one with **Iron Ore x3**.



Head north now to trigger a ton of scenes, and I mean a TON! We see Glenn & Kylian, and Lenne & Robb. Somehow they all gather together and we will now end up in one big party.

## 8 Escape

### Monsters

|                                                                                                             |        |        |                                  |                                                                            |
|-------------------------------------------------------------------------------------------------------------|--------|--------|----------------------------------|----------------------------------------------------------------------------|
| <br>Forgotten Larva      | Dragon | HP 290 | Strong to Fire,<br>Weak to Water | Ashen Bone (Rare)<br>Coconut Fiber<br>(Steal)                              |
| <br>Forgotten Gold Larva | Dragon | HP 360 | Strong to Fire,<br>Weak to Water | Ashen Bone<br>(Uncommon)<br>Weathered Bone<br>(Rare)<br>Ashen Bone (Steal) |

Of course, as soon as we regain control we're also given some tutorials of how parties work since we have more than 4 party members.

Each of your four characters in the active party can be linked to a reserve character, resulting in a so-called tag team.

In order to link two characters, go into the **FORMATION** menu and set the characters next to each other.

These two characters now share a battle slot and can be switched out freely within battle.



In battle, you can press **R8** to see the linked character and then press **R8** a second time to switch out. This does not cost an action. The new character can act immediately.

Having every character in a tag team allows for having up to eight characters taking part in a single battle.

Only characters that are not incapacitated can switch. Incapacitated characters block a slot.

Buff and debuff's durations freeze while switched out.



Switching a character has a lot of meaningful uses.

It lowers the Overdrive Bar (!).

It gives access to more skills, which opens up more strategies.

If your character is about to run out of HP or TP, they can be switched out and brought to safety.

Occasionally, enemies will use a status effect called "Stagger". Once inflicted, the staggered character will be unable to act until they are switched out.



The TL;DR of it is that switching characters lowers Overdrive, in case you don't have a skill to lower it, and of course gives you the skills of the backup party member. The one important thing here is to switch your party member out when **Stagger** has been inflicted. Super important!

Now let's continue. You'll see that Lenne and Robb are paired, while Victor and Sienna are paired. You can keep them like this (I did) but I think it would be better switching Sienna over and having her pair up with Kylian. Kylian doesn't have any good skills that are single target so you can switch him out when you don't need multi-target attacks or healing.

And before we continue, make sure everyone learns a new skill. from here on out all actions skills should be learned first, then passive and stat boosters are up to you. I would also suggest giving the Life Thread to Sienna for higher Crit.

NOW let's continue. From where we start go west to find a pair of new enemies, the **Forgotten Gold Larva** and **Forgotten Larva**. Both are weak to water so Lenne's Water Thrust is amazing against them.

Head north from here and go inside the door on the right first. Go through the room to find a chest at the end with **Angel Wing x2** inside.



Return to the fork and go left. You can ignore the door to the north and follow the hallway. The room leads you to the same place. If you follow the hallway enter the door on the left as you see it and in the room open the chest to find **Titan Helm**.



# FARNSPORT CASTLE - MERCHANT

| ~\$~          | USABLES   | ~\$~ |
|---------------|-----------|------|
| Snack         | - 100a    |      |
| Sweets        | - 200a    |      |
| Panacea       | - 50a     |      |
| Antidote      | - 50a     |      |
| Eye Drops     | - 50a     |      |
| Alarm Clock   | - 50a     |      |
| Lozenge       | - 50a     |      |
| Sage          | - 50a     |      |
| Angel Wing    | - 400a    |      |
| ~\$~          | MATERIALS | ~\$~ |
| Tin Ore       | - 100a    |      |
| Thin Hide     | - 100a    |      |
| Ashen Bone    | - 100a    |      |
| Coconut Fiber | - 100a    |      |
| Iron Ore      | - 200a    |      |
| Beast Pelt    | - 200a    |      |
| Bamboo Fiber  | - 200a    |      |

Head back outside, go right and north when possible. Kill the Forgotten Larva that you see and continue past them down the stairs. Here you'll be going down several stairs and eventually be outside where another scene plays out and we're saved by Princess Amalia. For some reason the spider thing is chasing us and only us. WHY!?

When you regain control enter the tower and proceed to find a merchant. Purchase anything you need (probably nothing) and head up the stairs. Up here exit using the bottom left door and follow the path to end up in a fight against 3 Forgotten Larvae. Kill them all and continue going up the tower to trigger a scene between Etgar and Matthee... the same guy we found with the bandits.

When you regain control open the chest for **Sweets x2** and continue going up until you find yet another merchant. Really? Before you enter the next door, save your game and prepare. When ready go through to trigger a scene and right after a boss fight! Time to kill this mantis - spider thing!

## BOSS FIGHT: FORGOTTEN MANTIS



This is probably the toughest fight so far, but that's not really saying much.

The one thing this guy has is that he hits pretty hard. It is relatively slow which gives you a chance to easily heal yourself. The one attack you'll want to be careful of is Forbidden Fire, an attack that hits all characters for around 25 dmg. This can make or break your party so be careful.

As you may have already seen, he's strong against fire and weak to water (obviously). For this you'll want Lenne in your party and doing absolutely nothing but use Water Thrust to deal maximum damage. Make sure to just attack until you enter Overdrive so you can take advantage of the lowered TP consumption and higher dmg.

I like having Kylian use Leg Aim every couple turns to slow the boss down a bit and give you more turns. It is also good to use Victor's Poetic March to increase everyone's ATK and MAG. Of course using Glenn's Armor Break is good every now and then as well, but you'll mostly want to focus on attacking with Cross Slash. If required/needed, have him use Lend Energy to give Lenne 50 TP to keep that Water Thrust going.

Sienna is all for damage so have her start by using X-Slash to cause Bleed, then using Yoko Giri to attack and Petal Storm whenever available. You can also steal a **Sturdy Aketon** armor from the boss if you want. Make sure to you also have her use Ultra Move for a ton of damage, and goes without saying that you should do it while buffed AND in Overdrive to maximize your dmg.

Kylian will be working overtime in this fight curing the party, but don't be afraid of using a Snack or two to keep yourself healed (I doubt you'll have the need) and eventually the fight will end with no winner.

- **Regular Attack:** hits one character for around 30 dmg.
- **Fire Scissors:** hits one character for around 30 fire dmg.
- **Forbidden Fire:** hits all characters for around 25 dmg.

Enjoy all the scenes that play out after the fight and we'll be back in the sewers. It seems like the party is still together. Good.



## Narslene Sewers

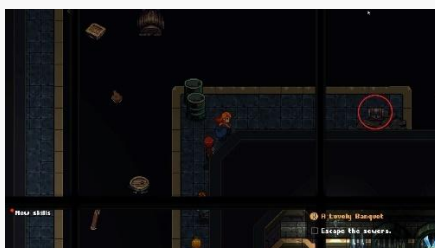
### Monsters

|                                                                                                |         |        |                                  |                                                             |
|------------------------------------------------------------------------------------------------|---------|--------|----------------------------------|-------------------------------------------------------------|
|  Bat        | Flying  | HP 130 | Strong to Water,<br>Weak to Dark | Thin Hide<br>(Uncommon)                                     |
|  Sewerdiver | Aquatic | HP 250 | Strong to Water,<br>Weak to Wind | Tin Ore<br>(Uncommon)<br>Iron ore (Rare)<br>Tin Ore (Steal) |

### ! Escape the sewers

Once you regain control head south to find a merchant. Purchase anything you need and from the walkway outside go south and around the walkways until you reach a chest with **301a**.

| -( Traveling Merchant )- |              |
|--------------------------|--------------|
| -\$-                     | USABLES -\$- |
| Snack                    | 100a         |
| Sweets                   | 200a         |
| Panacea                  | 50a          |
| Eye Drops                | 50a          |
| Alarm Clock              | 50a          |
| Antidote                 | 50a          |
| Lozenge                  | 50a          |
| Sage                     | 50a          |
| Angel Wing               | 400a         |

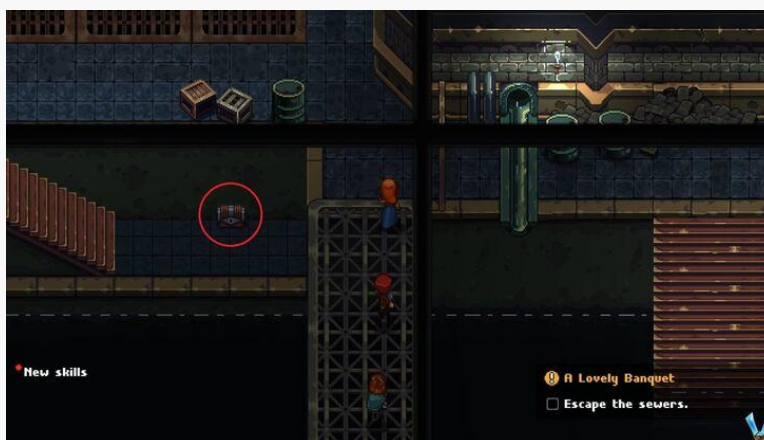




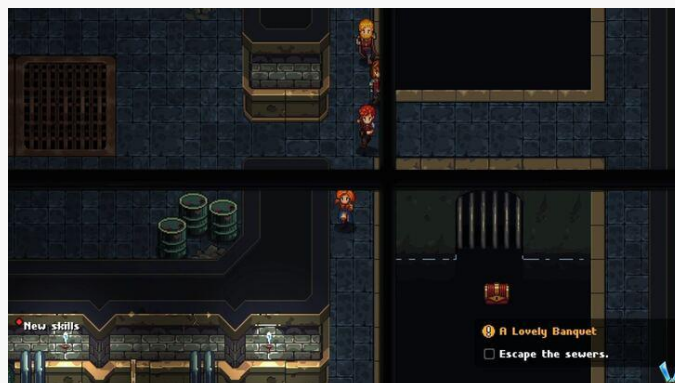
Return and go north now. We cannot go down the stairs so continue east and you'll have to fight some enemies. Kill them and continue south until you reach a fork. Go east then south to reach a chest at the very end with **Tin Ore x3** inside.



Return to the fork and go west inside the room. Kill the bats that attack you. Kill them all and use the lever right outside the room to drain the water. We can now go down the stairs. BEFORE you do that return to the fork and go back north. Remember the stairs we passed? We can now go down them to find a chest with **Tin Ore x3**.



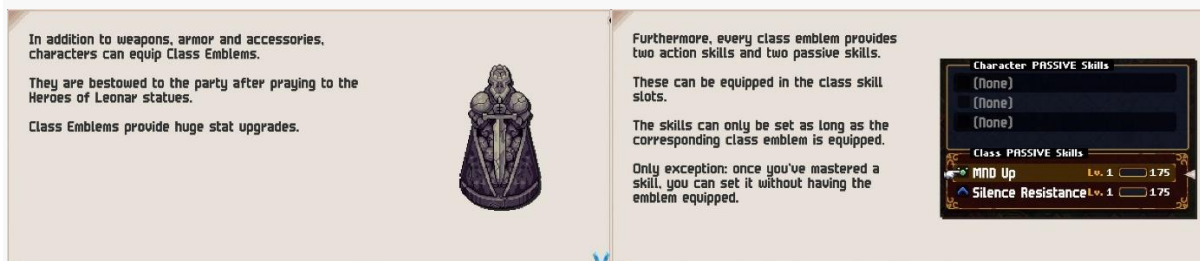
Return south to the fork and you'll see a chest down in the water. Go south down the stairs and open the chest to find **Iron Cuirass**.



Head back to the lever that lowered the water and go down the stairs. Follow this path as it goes north then east and go up the stairs at the end. This will lead us to the entrance of the sewers where we find some sort of statue that was hidden under the water.

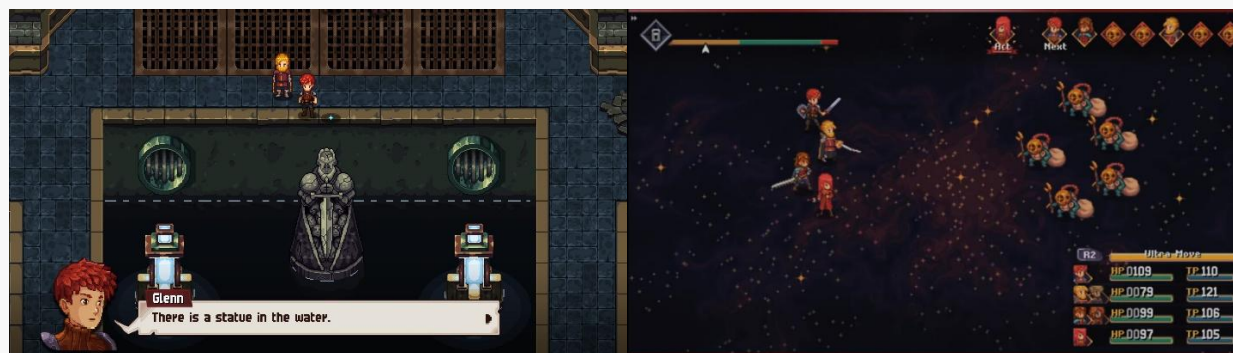


As you check it Victor will tell you more about the statue and that we need some **Sacred Water**. It just so happens that we have a flask of Sacred Water, right? RIGHT? Remember I told you putting Laxatives in the food when we were playing as Sienna before going into the sewers was important? Yeah, that's where we got the Sacred Water. Maybe we'll get a chance to get it later on? Who knows.



This here reminds me of Octopath Traveler and the job system for some reason. Anyway, offer the Sacred Water to the statue to get... into a fight! Yeah, we're being tested. Thankfully it's only a fight against 4 regular Sewerdivers.

After the fight we'll get the emblem offered by **Mariane the Cleric**, the **Cleric Class Emblem**. Open up the equipment menu and equip it there. You can see it drastically increases Mind and TP, while giving you some Mag and HP. I personally gave it to Glenn.



Exit the cave and trigger a series of scenes where Princess Amalia and the others are thinking of what to do now, then we get a scene with our group where we decide to go to **Tormund** and we end up going together. It is right here where the quest will end and the next one will start immediately. See you in the next page.

# Last Preparations

*The Kortara Mountains are a dangerous place. In order to be able to protect the princess, our heroes decide to make some preparations in Farnsport.*

## Farnsport



Ok, so before we leave Farnsport we need to do various last minute preparations to get ready for our journey north. That means checking out what "Deals" are, checking the Blacksmith and going to the Adventurer's guild.

### ! Visit the Ultimate Dealer

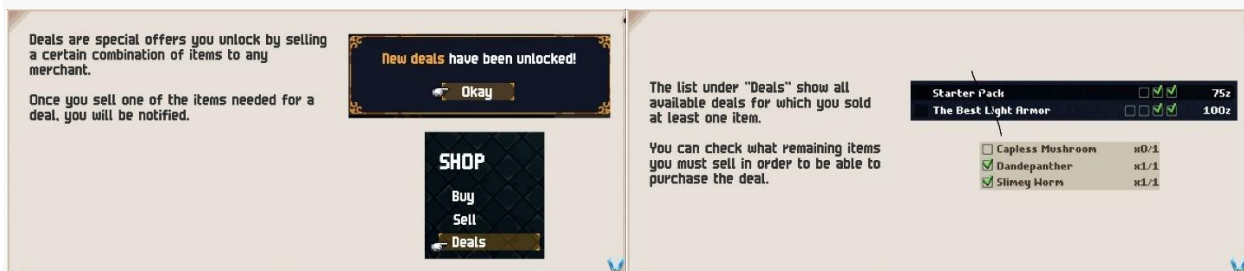
From where we start if you head north you'll go back into the sewers. We don't want that. Head south speaking to people around here (the NPC asks if you want to try a plum from Vaati. He tries to charge you 100a for it but you don't pay ha). For now go either right or left and around the market towards the !, which is the star in the middle of the map.

Once here you'll see a large open area with rugs all over and the head of a fish you can talk to... I'm not kidding!





Talk to him and you'll be introduced to the **Ultimate Dealer**. Here you'll get info on "Deals", but the TL;DR of them is: you sell loot and stuff you have and you unlock "Deals" you can then purchase. You need to sell at least one thing that the Deal needs for it to pop in the menu, but you need to sell all the required items to be able to purchase it.



He'll even help us get started. That's nice. Talk to the man to the left and he'll give you the "Otterhorse Perch" item for the Deal. With it go back to the Boss and sell the item (it's under Loot). While you're here go ahead and sell everything you have under Loot. These are all items you can sell. I got the ones down below (first one is the mandatory one), but as you can see we have checkmarks to see which items we've sold. I LOVE this. Makes it so much easier to see what we need!

- **Starter Pack:** Snack, Sweets, Angel Wing
- **Pack of Snacks**
- ...
- **Light Armor 3:** Metal Jerkin
- **Greatsword 3**

The only one I could get was the Light Armor 3 and it gave me the Metal Jerkin, which was a pretty good upgrade to Lenne or Glenn. But again, most of these will be random since of course our drops are completely randomized.

## 🔔 Visit the Blacksmith

From here go east and go up the stairs. Head south into the house down here and once inside go south the stairs and follow the path until you reach a chest with **Raven Cloak**, nice upgrade for Victor.



Head back inside and go upstairs now, then up the ladder into the attic to find a chest with **Iron Ore x2**. Nice.



Head back outside and head north following this upper area and enter the house with the red roof to find a sparkle inside that has **75a**. Back outside continue west and enter the next house with a red roof to find a... very odd couple on the bed haha. I don't know what these lines are but... this game is awesome! Anyway, the clock here has an **Antidote** so grab that and head back outside.

West of the house is our next stop, the **Blacksmith**.



Go ahead and talk to him to trigger some scenes. He'll say no at first but will recognize Victor. It seems he has some experience with the anvil so we'll make use of the anvil instead. Before we can do so though, we need to prove that we can actually use the anvil. Of course we get more info here on Crafting. Yeah, it's a lot!

Upgrade your weapons and armor by using materials found in chests or dropped by monsters.

Upgrading weapons and armor raises their stats. You can upgrade each piece twice (shown as + and ++).

Additionally, the equipment gains more slots to insert bigger and/or more crystals into it.

| Falchion   |     |     |    |
|------------|-----|-----|----|
| Attributes |     |     |    |
| HP         | +0  | TP  | +0 |
| Atk        | +65 | Mag | +0 |
| Def        | +0  | Mis | +0 |
| Vit        | +0  | Agi | +0 |
| Crit       | +0% |     |    |

| Required Material |      |
|-------------------|------|
| Mythril Ore       | x0/3 |
| Colossus Hide     | x0/4 |

1,500a

Gather crystals with passive skills to set into armor and weapons. For example, you can set an ATK Up crystal into a weapon to have your attack raised while using this weapon.

Crystals need to be rank III or higher to be inserted into equipment.

Equipment

Falchion

+

Fine Crystal

ATK Up III

Purity 1

Resulting Equipment

Falchion

PROPERTIES

NEW: ATK Up

Raises ATK by 10%.

Crystals have ranks. On rank III, the crystal unlocks its passive skill and can be set into equipment. On rank V and X, this passive skill gets more potent. In order to raise the ranks, you need to combine different crystals of the same passive skill.

Base Crystal

Water Attack III

Purity 2

+

Fine Crystal

Water Attack III

Purity 2

=

Resulting Crystal

Water Attack III

Purity 1

When combining a crystal, you will choose a Base Crystal and a Fine Crystal. You can enter any crystal with a purity above 0 (displayed as Purity I or P1).

The resulting crystal:

- Will have the base crystal's purity minus 1.
- Will have the ranks summed up.
- Will have its size averaged.
- Becomes an artificial crystal, marked by an asterisk (\*). These crystals can only be used as base crystals and not as fine crystals.

You can set several crystals into a single piece of equipment. You need to consider the amount of slots on your equipment (shown as empty circles) and the size of the crystal.

Equipment

Falchion

+

Fine Crystal

ATK Up III

Purity 1

Resulting Equipment

Falchion

PROPERTIES

NEW: ATK Up

Raises ATK by 12%.

He starts by telling us to go to the back of his house and checking the crystal source. Before you do anything, go southwest sticking to the left walls to find a chest with **Sage x2**. Go ahead and now go through his house to the north and you'll see in the back a **crystal source**. You'll find these all over the place and they actually respawn after some time so check them often.



This one gave me 2 **HP Up** and I believe it's for "tutorial" sake. Once you have them head back to the blacksmith and interact with the anvil. Here we're going to do what he wants: upgrade the weapon and place a crystal. Press "Upgrade Weapon", select the Iron Sword and upgrade it to Iron Sword +. This time there's no arc fee nor materials needed.

Afterwards select "Combine" and combine both HP Ups.

**NOTE:** When combining crystals, since you can only combine those of the same type, ALWAYS place the crystal with the highest purity on top, and the lowest one on the bottom. You want to do this to prevent your purity to get too low.

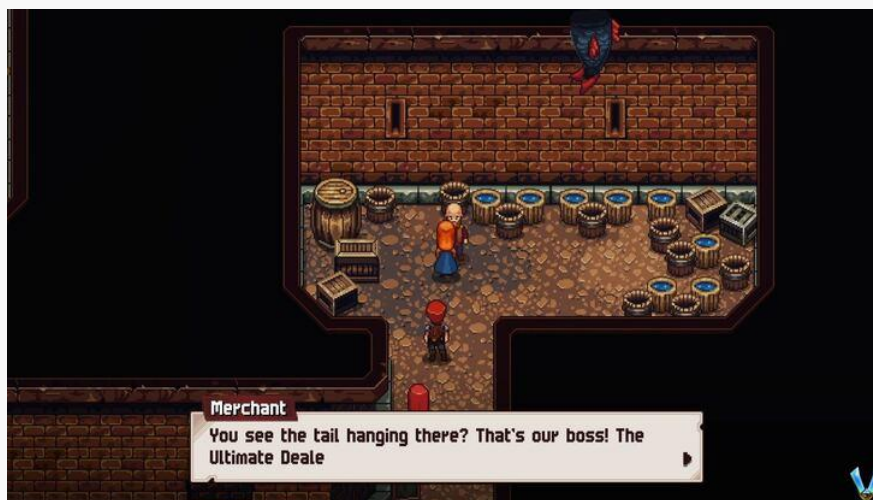
Once you've done this select "Set Crystal" then select both the Iron Sword + and the HP Up crystal you just made and you'll be done here! Glenn will now have more HP!

Before we leave this place, I suggest you upgrade your weapons. We'll be leaving the city in a bit and there will be several new enemies, and some of them are strong. We will be finding upgrades to everyone's weapon once we leave the city so you can save your materials and just wait to get the upgrades. Up to you.

### 🗨 Visit the Adventurer's Guild

Head south down the stairs and if you open the map you'll see there's an exit to the west that takes us to the area where our next 🗨 is. We're not going there yet. You see the little map to the southeast? We're going there first!

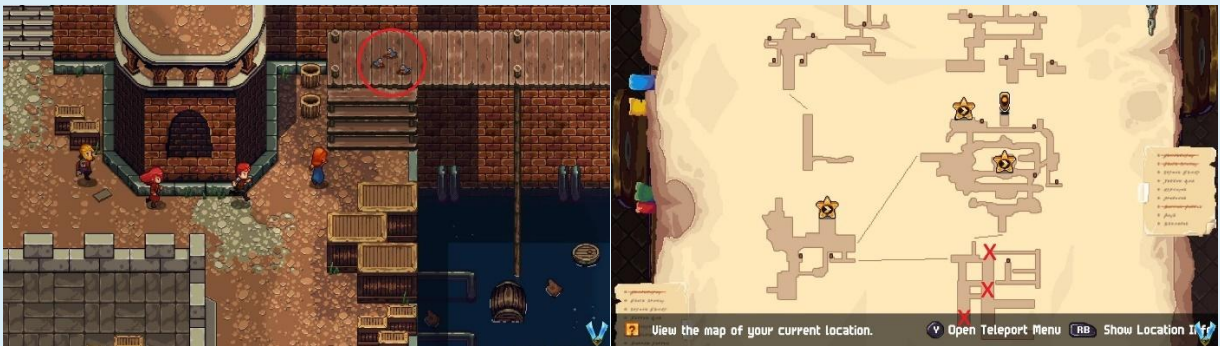
That being said, head south from the blacksmith and go east at the bottom. Keep your eyes to the south for a staircase go down and before you go down a second staircase notice that you can go through the crates to the west, and past them is a door. There's nothing in this underground area, but if you go to the northeastern corner you can find the body of the Boss... this is extremely uncomfortable.



If you check the room to the left... it's empty. This feels like a boss room. That's all there is in here. That place feels very ominous. Return outside once you're done and go down the staircase south into the next area.

We are in the port area of the city! As we get here go right while you stick to the northern wall to find a wooden bridge...

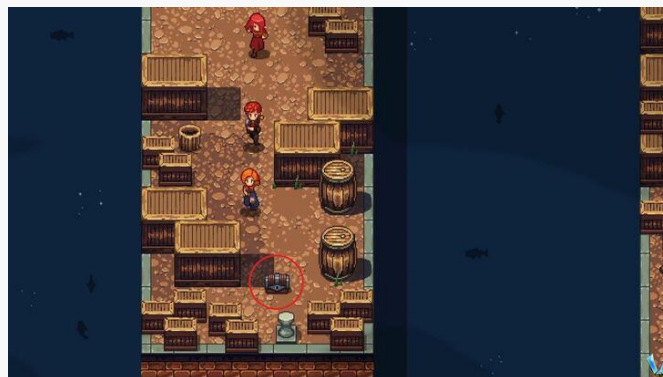
**NOTE:** you can see there are birds here around the area. There's a trophy you can get by disturbing 60 birds... basically have them fly away. There are 3 groups of 3 near the entrance. You can scare them, leave and reenter and do it again until you get the trophy.



Follow this wooden bridge and you'll see a chest below you as you go. We'll get that in a bit. Continue following the wooden bridge and at the fork the left is a dead end so go south. Follow the pier and go inside the building at the end. In here you'll find an NPC that has an actual portrait. She seems to be important, but not right now. Head through the door in the back to find some sort of tunnels. There's nothing in here but go right and down to reach that chest we saw before. It has **Bokken**, a great weapon for Sienna.



Leave the building and return to the northern entrance of this side of town. Head south following the left most side to find a chest at the bottom with **Coconut Fiber x4**.





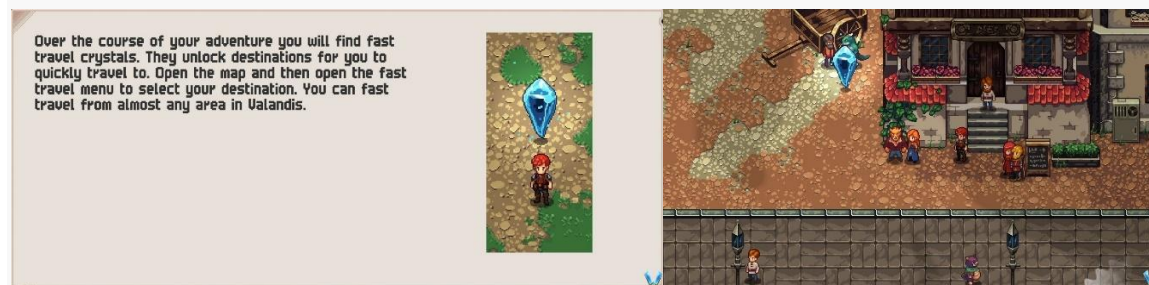
Go north and around so you can start going south. Head to the far south and approach the end of the pier (where the boat is) to find a chest with **Alarm Clock**.



And that's it for this area. Head back north and leave via the western exit. Feel free to get that trophy bird before we continue.

Once in the next area ignore the door to the left and go up the stairs. Up here going right takes us back to the area with the blacksmith. Going north takes us to the Adventurer's Guild, but we're not going there yet either.

Continue west sticking to the northern side and you'll find a shop and to the left is a huge blue crystal. Approach it to get some info about it and **Fast Travel**.



To the north from here is the exit of Farnsport but if you check the northwestern house with green roof you can find a chest inside with **Beast Pelt x2**. Back outside head south and keep an eye on the right for all alley. There's a house with a blue roof you can go into. Do so and inside you can find a chest with **Utility Overdrive x4**.





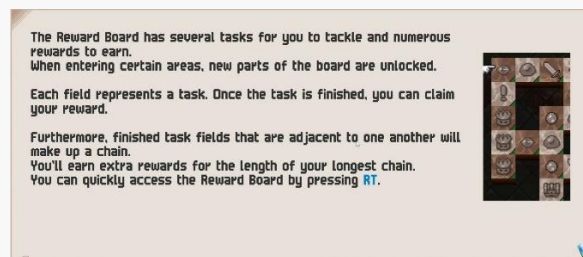
Head back outside and we can't go south so head east into the alley and open the chest here for **Fine Wool x2**. And that's about it for exploring! Head north all the way now until you reach the Adventurer's Guild, where your  is.

Once inside you can talk to a bunch of people. I recommend you talk to everyone as they all give you some amazing gameplay tips. One of them, for example, is when your characters are silenced. Being silenced means you cannot use magic BUT you can still heal.

When ready talk to the people at the counter to trigger some scenes. It seems they're convincing us to join the Adventurer's Guild, and the test for us is basically reaching Tormund. Given that the roads are closed, it'll be a challenge. Only then will they give us any info. Hmm.

## Leave Farnsport

And with that leave the guild and head towards the exit (north of the crystal. When you get close to the exit you'll be stopped by **Vesta**. This guy seems to know Victor (who doesn't at this point, huh?) and he's a cartographer. He'll also give us the **Reward Board**. The Reward Board is basically a part of the game that gives you little "challenges" and you'll be rewarded, like killing "X" amount of enemies, killing an enemy with poison, etc. Note that these are divided by region and each region has their own set of challenges and rewards. Some of them are story related as well.

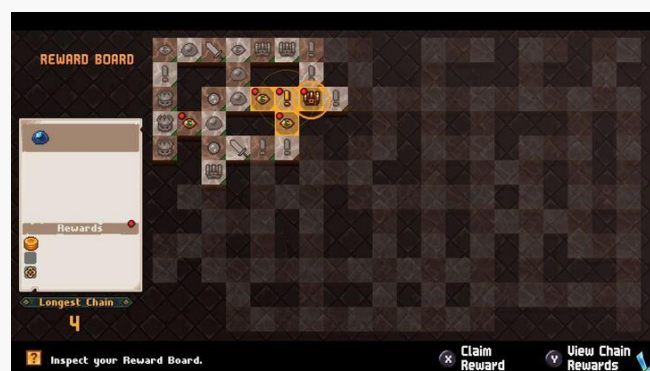


## Complete the Cartographer's tutorial

We got an update to our objective, but before we leave go ahead and press  to open up the Reward Board. It should look like this. Note that we unlocked both Farnsport and Rohlan Fields sections in it.

I'll have info, tips and help with all of them in their respective pages. Check the Table of Contents to the right to check them out.

Go ahead and head north now to leave the city.





## Rohlan Fields

### Monsters

|                                                                                                 |         |         |                                  |                                                                                                         |
|-------------------------------------------------------------------------------------------------|---------|---------|----------------------------------|---------------------------------------------------------------------------------------------------------|
|  Pigear        | Beast   | HP 300  | Strong to Earth,<br>Weak to Fire | Pom-Pom (Common)<br>Thin Hide (Uncommon ,<br>Steal)<br>Ashen Bone (Rare)                                |
|  Boxfly        | Flying  | HP 250  | Weak to Wind                     | Boxing Glove<br>(Common)<br>Weathered Bone<br>(Rare)<br>Ashen Bone (Steal)                              |
|  Crab          | Aquatic | HP 400  | Strong to Water,<br>Weak to Wind | Antenna (Common)<br>Snack (Uncommon)<br>Iron ore (Rare)<br>Tin Ore (Steal)                              |
|  Saliva      | Plant   | HP 1000 | Strong to Earth,<br>Weak to Fire | Flask of Saliva<br>(Common)<br>Bamboo Fiber<br>(Rare)                                                   |
|  Slorse      | Beast   | HP 700  | Strong to Fire,<br>Weak to Water | Flask of Slime<br>(Common)<br>Angel Wing<br>(Uncommon)<br>Sterile Mucus (Rare)<br>Sterile Mucus (Steal) |
|  Wool Turtle | Beast   | HP 300  | N/A                              | Wool Shell (Common)<br>Coconut Fiber<br>(Uncommon)<br>Bamboo Fiber (Rare)<br>Coconut Fiber (Steal)      |
| Seedling                                                                                        | Plant   |         | N/A                              | Nectar (Steal)                                                                                          |

### Loot and Materials

- Bitter Onion
- Capless Mushroom
- Dandepanther
- Dirty Wool
- Domestic Bug
- Fairy Wing
- Plain Stone
- Silk Thread
- Slimy Worm
- Succulent Fruit

## 8 Complete the Cartographer's tutorial

We are now going to explore the ENTIRETY of Rohlan Fields. Yeah, all of it. There are still some things we can't do just yet and places we can't reach, but we'll do as much as we possibly can. That being said, let's finish this quest first because we cannot explore until we do so.

As we enter this area you'll discover the fast travel crystal. Nice. Up ahead is Vesta. Go ahead and talk to him. He'll tell you about **unique monsters**. There's one and only one. This of course, means that it'll be extremely strong. So strong in fact that we'll get killed in 10 seconds. Ok. We'll come back later.



Now head west. Follow the dirt road and you'll find Vesta nearby. As you talk to him he'll tell you about **buried treasures**. You need to find the 2 marks on the ground and follow the arrows. Two of them are fakes while the third one leads to the treasure. You cannot tell which one is fake so you'll have to use simply follow them.

Of course, this is the first one and hence super simple as you have them one next to the other. Look at the image below to find the treasure by simply examining the rock. I'm pretty sure the rewards you get from these are not random, but I got **Ashen Bone x3**.



Remember that these are also part of your Rewards Board.

Behind this rock is a house. There's not much inside besides an NPC telling you her husband is constantly looking at a building. Hmm. Maybe has something to do with your Reward Board \*hinthint.

Leave the house and head north now to find Vesta once again. Talk to him and this time he'll tell you about walls you can break down to find **hidden caves** (again, this is part of the Rewards Board for what seems like every zone). These are tricky to spot. This one is of course super easy because he's pointing it out for us, but if you're just running through an area not looking for it it's easy to miss.



Head inside the cave you just opened to find **250a**.

And the quest ends here and the next one starts immediately. I'll see you all in the next page!



# Crossing Mountains

*Lenne needs to return to her brother immediately. The only way leads through the Kortara Mountain Range.*

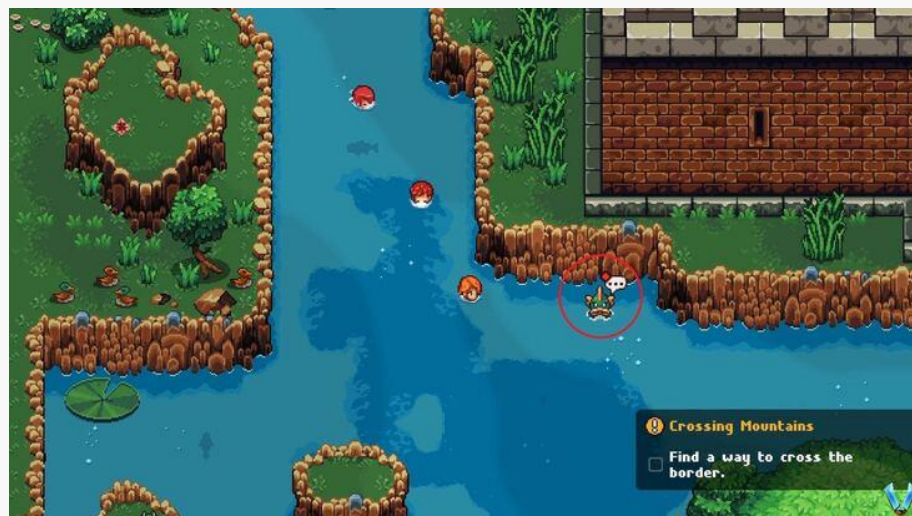
## Rohlan Fields

### ! Find a way to cross the border

Ok, with Vesta out of the way we can now fully explore Rohlan Fields. For now return to the entrance to the city and let's start from there. To the right of the entrance you'll find some Wool Turtles. These guys are part of your Reward Board so kill some of them. From here though look south for a little mud slide. Use this to get into the river.



Follow the river west and all the way until you find a Zora... I mean a Fishman.



This guy is part of the Reward Board (5E in the page where you have to "Find the Phioran couple"). He has some hilarious lines haha.

Proceed further east and you can get out of the river to get the chest with **Angel Wing x2**.

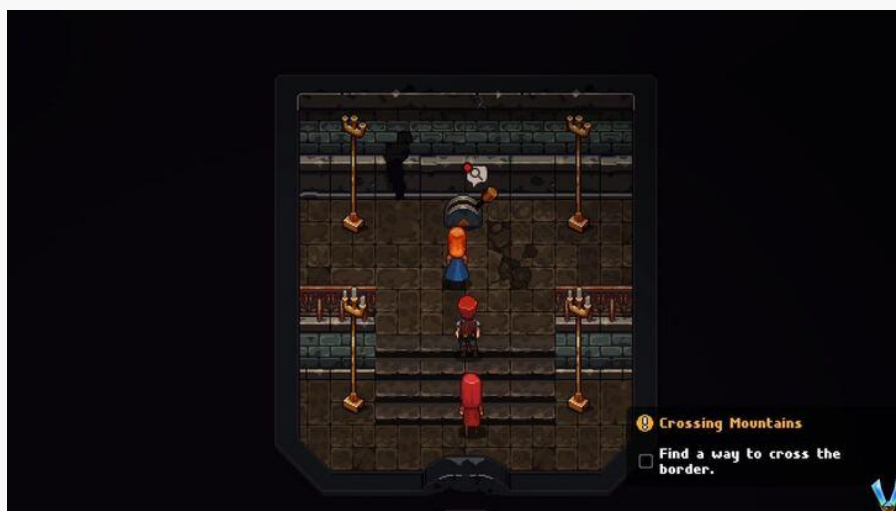


To the south is a dead end so return outside the river and go north following the eastern wall to find a crystal source. Loot it and just north is a large chasm and you should see a horse enemy running around called **Slorse**. This is part of your Rewards Board. Anyway, look at the northeastern side of the chasm to find a climbable wall that leads down into the chasm.



Down here is a place called **Ograne Grottos** and it's completely separate from Rohlan Fields. It has its own map as well and it's pretty big. Not making a different section because we'll barely be here.

From the start go north at the first fork to find some items. Continue west while grabbing more items and at the next fork go right first to find a lever. Go ahead and flip it. It'll open something far away. Hmm.



Return to the fork and go left into the next screen where you'll immediately see a **hidden cave** on the northern wall. There's a **Chemistry** crystal inside.

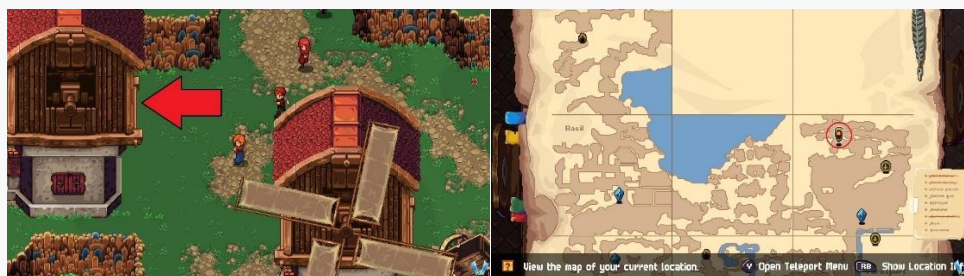


That's about all we can do here in the cave. We'll have to come down using another entrance. Go ahead and leave.

Back outside head northeast and up the 2 slopes to find a lady being attacked by sheep. Oh no... ! Go ahead and kill them and talk to the lady. You can ask her what she's doing all the out here and she'll tell you the soldiers are sending the merchants back to town. Yeah, we knew that already.



Head west now to reach a fork. Go south and look at the building to the left. It's a windmill without the blades! Approach it to... start a fight? Yep, this is a **Mimic**! Most of the time Mimics are just chests, but in this game it's a building too?



It's a pretty easy fight (killed it in one hit) so go ahead and take it out. This is part of the Rewards Board challenge. Nice! From here go east and keep an eye to the south for an NPC. He's the husband of the lady in the building nearby told you about. He'll give you a **Rapier** as thanks. Nice upgrade for Victor.





Continue east behind the windmill to find a chest with **Snack**.



Return to the fork right before the fight against the Mimic and go up one slope. Go east after to find a crystal source. Return and go west to find a chest with **Beast Pelt x2**. Return and go north now into the next area.

Once here go west for a couple items, then go north to reach a fork. Open your map to see that this is like a maze! Start by going west down the slope to find a chest with **Panacea x2**.

Head north sticking to the western side and you'll eventually see a mark on the ground for a **buried treasure**. Go northeast from here to spot the second mark. For the buried treasure simply go left down the slope and check the rock to the south to get **Doublet**, a nice upgrade for Sienna.



To the north is a fork. Go east from here, then southeast and follow this path until you cross a bridge. As you do save your game and approach the red flower in the middle of the area.





This enemy is called **Saliva** and it's dangerous. It's a regular enemy but it has an attack called **Storm of Leaves** that drops all of your character's HP to 1. I'm not kidding. It cannot kill you but basically anything else will. Make sure to have your Heal All ready for this. He also summons a pair of seedlings to help him out but they are extremely weak. Sienna or Kylian should be able to kill them in one hit. Saliva itself uses an attack where it shoots several seeds at you but it isn't that strong (does around 22 dmg). Still, with 1 HP it is dangerous so make sure to heal.

This guy is also part of the Reward Board so you know where to find it. There are more throughout the area but you now know how to fight them.



From here go south past the bridge and go west keeping an eye to the north to find a chest with **Alarm Clock**.



Return to where we fought Saliva and head back towards the buried treasure, but at the fork go northeast to find the checkpoint. You'll discover the fast travel crystal despite not being able to see it. Works for me.

Go ahead and talk to the soldier at the front of the line to trigger a scene. It seems we need permits if we want to go to Kortara. A suspicious man tells us that we can get the permits from a man named Becker in Basil.

Well this is great. We get a new quest here so we'll continue there. I'll leave the link below so you can head there. We'll continue exploring Rohlan Fields in that section so make sure to check it out. I'll direct you back here once the quest is over.

- [A Pass To Kortara](#) (or pg.150)



## Purple Temple Flame

### Monsters

|                                                                                          |        |        |                                  |                                                                                     |
|------------------------------------------------------------------------------------------|--------|--------|----------------------------------|-------------------------------------------------------------------------------------|
|  Ghost  | Ether  | HP 500 | Strong to Light,<br>Weak to Dark | Blanket (Common)<br>Sterile Mucus (Uncommon)<br>Sweets (Rare)<br>Thick Hide (Steal) |
|  Zombie | Undead | HP 500 | Strong to Dark,<br>Weak to Light | Zombie Flesh (Common)<br>Thick Hide (Uncommon)                                      |

### ! Pass through the temple

Welcome back everyone! That quest above was REALLY long, huh? Well, thank that to all the exploration we did haha.

Once we regain control of the party go ahead and pick up the item from the corpse here and head north while you grab items from more corpses and we'll end up fighting a Zombie. These guys are nothing special but we don't have a means to exploit their weakness, sadly.



From this room we can go left or right. Go left first simply to find a chest with **Ashen Bone x2**. Return and go right now. Robb will tell you about Parashrooms, the yellow mushrooms around the cave. You can attack them while in battle to paralyze enemies. Neat. This also means that there'll be a fight every time you see one haha.

Head to the northeast and you'll be in a fight against 2 Zombies. Kill them and go north here. Follow the path until we reach a new room. Follow it north to a larger room. From here we can go left, right, or north. North is the way to go but the door inside is closed so we need to open it up. You'll also find this ghost looking thing you can talk to. Creepy.

From the large room let's go left first. You'll be in a fight against some **Ghosts**. These ghosts aren't hard but god are they annoying! Whenever you attack them with either a physical or a magical attack they'll counter with "evade", basically making them immune to that type of attack for the rest of the right.

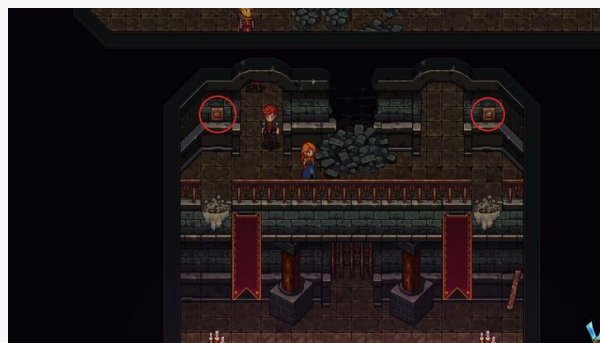


So it would be best to attack them first with a magical attack (Lenne and Victor work here), then focus on using physical attacks.

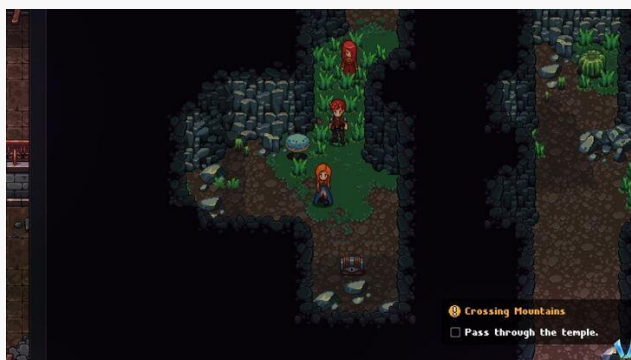
After this fight head south first to find a pair of rooms. The first one has another one of those ghosts you can talk to but the other one has a chest with **Dark Resistance Crystal** inside.



Return and head north now. Follow this path until we reach a passage and a fork. Head north first to a chest with **Antidote x2**, then head south to find a button. Go ahead and press it. It's the first of 2 you need to press to open the gate below. Nice!



Go ahead and slide down, head south to the previous room and we are now going east. Head north into the first room to find a chest with **Snack x2**. Continue north until you end up fighting 3 Zombies. Deal with them and we'll be left at a fork. Go south first to find a chest with **Angel Wing**.



Return and go north now to reach another fork. Go east first to find **Attack Overdrive x2** inside a chest, then head west. Here go up the ladder and go around to press the second button. We have now opened the gate below!

Jump down and head north through the ruined room where the ladder is and we'll reach another "nicer" room (at least not as destroyed haha). If you check your map you'll see there are rooms to the left and right. The left ones only have some enemies but enter the room on the right and blast open the rubble blocking your way into the next room to find a chest with **Paralyze Hit Crystal**.



Return to the hallway and head north. Speak to the ghost and he'll tell you about his master. Oh no. Save your game and proceed north to trigger a scene and a boss fight.

### BOSS FIGHT: DREAM EATER

Ok, now this boss is very creepy. An amalgamation of several heads with a bunch of weapons plunged above it, with a metal claw and a metal shield. Looks dope!

This boss has no weaknesses or strengths so it's best to bring the characters you like the most. Of course we're still very early on in the game so the strategy for this fight is pretty similar to the one we used against the veggies. Like always, I'll talk about what our party members should do while I'll leave the list of attacks and moves the boss uses at the bottom for you to check out.

Straight off the bat you should start by buffing and debuffing when possible. Glenn's Armor Break is great to lower defenses while Victor's Poetic March increases our attacks. Have Sienna stick to using X-Slash for both inflicting Bleed and to damage the boss. There's no real need to use Yoko Giri since there's only one enemy. Save your TP.



Sienna does pretty good damage with those buffs and the boss debuffed and while in OD. Definitely one of the most hard hitting party members I have. Do make sure to steal from the boss as you can steal a **Silver Breastplate** from him. And of course, have Sienna use the Ultra Move while you're fully buffed to take advantage of it all. She did over 600 dmg. with it. Fantastic!

I like bringing Kylian in every now and then. He's great for using Leg Aim and slowing down the boss a bit. He can also continue to heal, especially since the boss mostly attacks one party member at a time. And Robb, of course to poison the boss and using Power Shot, but remember that he has a variety of skill types, making him one of the best to keep the OD gauge where it should be.

Note that throughout the fight the boss will be changing the background and resummoning the Orbs. Don't attack the fire one. In fact, when he changes the background to the forest type, note that there's a mushroom to the right you can destroy to paralyze the orbs.



Overall a pretty easy boss. He hits hard and his party wide attacks can mess you up if you don't heal it up, but knowing what the orbs do helps out a lot in keeping your party topped up and not taking unnecessary dmg.

- **Attack:** hits one character for around 35 dmg.
- **Twisting Visions:** snaps his fingers and changes the background of the arena. This will summon 2 orbs, a **Spirit Orb** and a **Flame Orb**.
  - **Orbs:** For these guys, **DO NOT** attack the Flame Orb. They are both very weak but destroying the Spirit Orb (blue one) will actually heal your TP by 100, to the party member that destroys it. Free refill is ALWAYS welcome. The Flame Orb on the other hand, this one explodes and hits everyone for around 20 dmg. Not super dangerous, but it's still damage you can avoid. The Flame Orb will continue to attack you each of its turns so keep that in mind.
- **Pitch Black Darkness:** hits all party members for around 25 dmg. Hits just a bit harder than the Flame Orb above.
- **Covered in Shadows:** casts HP Regen on itself.

Now THAT was a boss fight! Challenging but not overly difficult! Head north to find an anvil and several sparkles. Upgrade your equipment if you want/can and once ready head north and start following the tunnels. It's pretty straightforward so follow them until you reach a safe area where you decide to make camp to rest and chill for a bit. Go ahead and enjoy the scenes here where we tell them that we were part of the mercenaries... but of course we're not going to tell them the whole story, at least not yet.

Once you regain control continue following the tunnels until you exit the Temple and reach the next major area, **Kortara Mountain Range**.



## Kortara Mountain Range

### Monsters

|                                                                                     |        |        |                                  |                                                                     |
|-------------------------------------------------------------------------------------|--------|--------|----------------------------------|---------------------------------------------------------------------|
|  | Beast  | HP 600 | Strong to Earth,<br>Weak to Wind | Lizard Tail<br>(Common)<br>Horn (Rare)<br>Weathered Bone<br>(Steal) |
|  | Dragon | HP 800 | N/A                              | Snake Cheek<br>(Common)<br>Sterile Mucus (Steal)                    |

### Loot and Materials

- Bloody Compass
- Drinking Stalk
- Finger-Giving-Wing
- Five-Leaf Clover
- Mantis
- Newt
- Oily Mango
- Pebble
- Rat
- Rock

| Traveling Merchant |         |          |      |                    |      |
|--------------------|---------|----------|------|--------------------|------|
| -\$-               | USABLES | -\$-     | -\$- | WEAPONS            | -\$- |
| Snack              | 100a    | Gladius  | 500a | Sturdy Aketon      | 500a |
| Sweets             | 200a    | Glaive   | 500a | Silver Breastplate | 500a |
| Panacea            | 50a     | Longbow  | 500a | Doublet            | 500a |
| Eye Drops          | 50a     | Rapier   | 500a | Raven Cloak        | 500a |
| Alarm Clock        | 50a     | Bokken   | 500a |                    |      |
| Antidote           | 50a     | Claymore | 500a |                    |      |
| Lozenge            | 50a     |          |      |                    |      |
| Sage               | 50a     |          |      |                    |      |
| Angel Wing         | 400a    |          |      |                    |      |

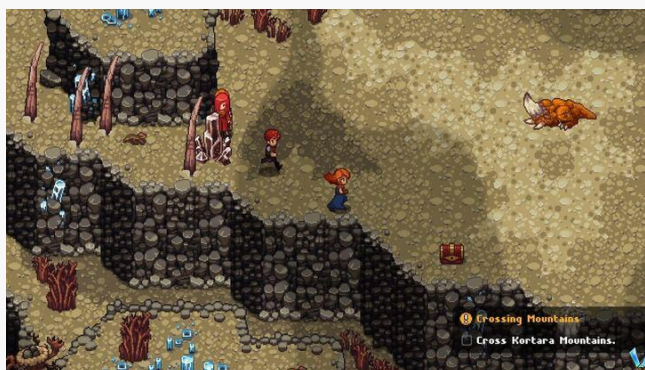
## 8 Cross Kortara Mountains

Yep, the quest is STILL not over! Man I feel we've been doing this quest forever now! Thankfully we get a fast travel crystal so you can go back and do anything you missed for your Rewards Board. Speaking of which, we've got a full new segment of the board open up for us. [CLICK HERE](#) for all the info you need on them (or pg.426).



From where we regained control through head south and west into the next screen to find a merchant. Go ahead and sell all your loot to hopefully get some new deals. Return and go east now going up the wall when you reach a dead end, then heading north up here to fight some **Horn Lizard**. Be careful because these guys can hit pretty hard for being regular enemies.

After the fight grab the **crystal source** to the right then look left to find a thin path going west. Follow this path to reach the next area where you can slide down the wall. Do so, grab the **crystal source** to the bottom left and open the chest with **Silph Armlet**.



Kill the Horn Lizards here if you wish then slide down the wall once more to reach the merchant once more. Head back to where you fought the first Horn Lizards and head north now to have Glenn notice the canyon here and the river down below. That'll definitely come back to haunt us later.

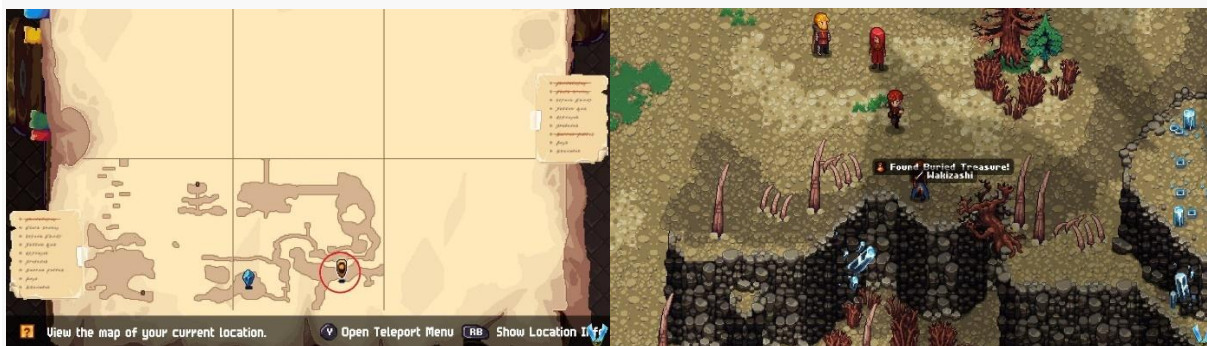




Continue until we hit a fork. Go north first for a chest with **Thick Hide** then go south to spot a chest to the right we cannot get to right now. Continue past it and you'll find the mark of a **buried treasure**. Sadly we cannot get it just yet. Instead continue following the path as it goes north, go west when possible and down the slope. The path here goes west and south. First go west to reach the chest we just saw for **Buff Overdrive x2**.



Return to the bottom of the slope and go south now. We can go under the stone pathway so do so and right after we'll have a fork. Going east... we can't. Go west instead past the tree in the middle and you'll fight some enemies. After you do check the edge of the cliff south of the tree to find a **buried treasure** with **Wakizashi**, an amazing upgrade for Sienna.



Head to the far left to find a **crystal source** you can pick up but that's about it. We can't fully explore right now, sadly.

Return up the slope and go north to find a bridge going west. Before you get on it save your game. When ready head west to trigger a series of scenes where we'll see Matthye once again. During the scenes something I honestly didn't see coming will play out and we'll end up in a boss fight.





Ok, I don't know this guy at all (outside the little bit we talked to him), but for some reason I feel super betrayed haha. How dare he? Oh well, it seems we'll have to deal with him like we do with everyone else thus far.

To begin with, he's weak to water so our girl Lenne will shine here once more. You can also steal a **Copper Nugget** from him (worth 500a) so it's worth spending the turn getting it.

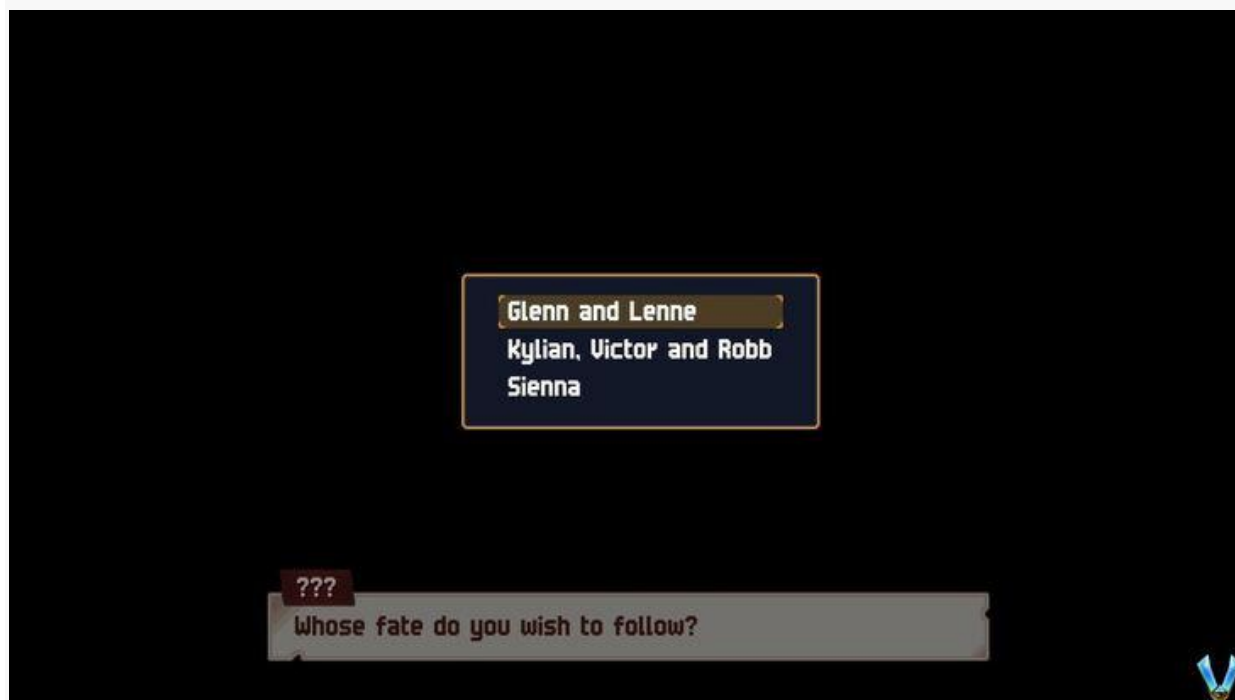
Just like we've been doing these past couple fights, let's start by buffing and debuffing when possible. Glenn's Armor Break is great to lower defenses while Victor's Poetic March increases our attacks. Have Sienna stick to using X-Slash for both inflicting Bleed and to damage the boss. Oddly enough, you can inflict Bleed AND Poison so you might as well put both on the boss.

Someone that's going to be really good in this fight is Kylian. Having him use Leg Aim to slow down the boss is huge, especially given how fast he is. You should also use Recall Training since you'll be using Helping Hand a lot in this fight because his attack hurt, a lot! The reason for this is because he doesn't have any attacks that hit all party members so he compensates by hitting one character real hard. Kylian will be working overtime here.

But that's about all he does. He just attacks one character at a time, giving you more than enough time to heal them to full.

- **Attack:** hits a party member for around 45 dmg.
- **Strong Laser:** hits a party member for around 80 dmg.
- **Counter Stance:** enters a stance where he'll counter your attacks if you do attack him.

Enjoy the scenes after the fight and we'll end up all split up. Here the game will ask up who's story we wish to follow.



Oh no, which story do you want to see? Don't worry, this is just like FFVI! You get to see all 3 of them. You have to go through them all to see how they meet up (similar to how our party in FFVI split up and met back in Narshe). I thought it was just pick one and that's it but nope.

Below is a link to all 3 of them so click on them in whichever order you decide to play them through.

- [Glenn & Lenne's Fate](#) (or pg.135)
- [Victor & Group's Fate](#) (or pg.139)
- [Sienna's Fate](#) (or pg.145)

Note that once you play through all 3 fates the group will be together once more and the quest will FINALLY be over! Holy... this one was the longest quest in any RPG! I'll leave the link below to the quest that follows this one!

- [The Last Mile](#) (or pg.165)



# Glenn & Lenne's Fate

## Monsters

|                                                                                               |       |        |                                  |                    |
|-----------------------------------------------------------------------------------------------|-------|--------|----------------------------------|--------------------|
| <br>Waterfly | Beast | HP 800 | Strong to Water,<br>Weak to Wind | Water Orb (Common) |
|-----------------------------------------------------------------------------------------------|-------|--------|----------------------------------|--------------------|

As we start we'll see Glenn passed out with Lenne waking him up. Lenne mentions "White Rose Inn". It seems that's our destination for now. Go climb up the wall to get out of here and if you open the map you'll see we're in the area west of where the merchant is/was.

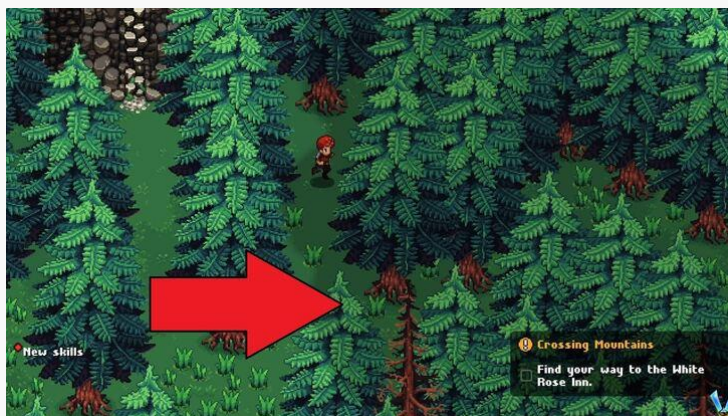
### ! Find your way to the White Rose Inn

As we exit, be very careful when starting fights. We only have Glenn and Lenne and fight can be difficult. We mostly fight just one enemy at a time but still, be careful.

From where we start go west all the way to grab the **crystal source** then go north a bit. Keep your eyes peeled for a path amongst the trees that go west. Follow it to find a chest with **Snack x2**, but we'll have to fight a **Waterfly** to get it (easy fight).

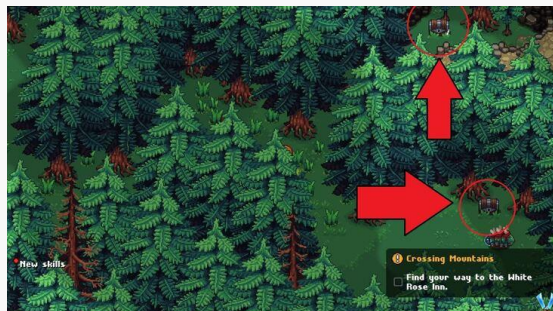


Return to the fork and you'll see there are 2 paths going north. Ignore both of them because there's a very hidden path going east here.





This leads to a fork. Going down takes us to a Waterfly and a chest with **Bamboo Fiber x3** and going north leads to a chest with **Angel Wing**.



Return and now go north and up the wall. East leads to a dead end so start climbing the wall up ahead. As you go up you'll see a check on your right, on a ledge. Go up and climb up a second time. **DON'T** climb a third time! Instead slide down the edge, open the chest for **Alarm Clock x3** and slide down once more to find **Eye Drops x2**.

Slide down to the bottom and climb once again. Climb to the top (4 times), slide down the right side, then slide down the **right** side, then climb the wall to reach the next area.

As you head north here a scene will play where we see some Sky Armors flying around. I have a feeling that Lenne's brother isn't the type she thinks he is. Hmm. I really wonder if he really wants to start this war. The scenes will continue (lengthy) where they set up camp, Glenn tells Lenne about his past, how he joined the mercenaries, what he did at the start of the game. We've come clean



Eventually we'll meet this woman called **Sreda** and some other NPCs. Once we regain control we'll be very close to the end of their side of the story. Feel free to talk to the NPCs around here if you want then head west (can't go east or back south right now). As we go we'll see a fairy flying away... or at least a shine that makes us think it's one.

Go west through the trees and you'll see it go north. Head north to see it go north once again. Hmm. After the little scene go right through the trees to find a chest with **Angel Wing x2**.





Return and go west or north. They connect to the northwest and go north. At the next fork... to the north is a chest that's... open? What? Oh well, continue east to find a chest that's NOT open. This one has **Oil Lamp x3**.



After getting this save your game and head north. This will lead to a beautiful open area where a scene will play and a boss will start right after.

### BOSS FIGHT: FORGOTTEN BOAR

As soon as the fight starts we'll get a "tutorial" about Heavy, Dry, Oil, and Wet. Didn't we learn about this like 10 hours ago? Oh well, here's the info so you can reference it in the future if needed.



Certain items and skills can apply the following status effects: Heavy, Dry, Oil or Wet. If an enemy or party member is hit with an elemental attack while the corresponding status effect is applied, extra damage will be dealt.

Heavy strengthens Earth.  
Dry strengthens Water.  
Oil strengthens Fire.  
Wet strengthens Wind.

| Inflicts Oil (Fire vulnerability up) |    |           |    |
|--------------------------------------|----|-----------|----|
| Panacea                              | x1 | Eye Drops | x1 |
| Alarm Clock                          | x1 | Antidote  | x1 |
| Oil Lamp                             | x1 | Waterbomb | x1 |
| Siloh's Fan                          | x1 | Bolas     | x1 |

Luckily for us, this is a very simple boss, mostly because we are only playing with Glenn and Lenne. To begin with, the Boar has no strenghts or weaknesses so feel free to have Lenne use any skill you want. Also... how or why is the Boar considered a Dragon?

Anyway, during the fight you pretty much just want to have Glenn use Armor Break to lower defenses, then have him use Oil Slash to have Lenne do more damage with her fire skill. Normally I would recommend just attacking, but the Boar counters physical attacks, making Glenn take unnecessary damage every time he attacks. He'll even counterattack his Ultra Move so have Lenne use it instead. If you don't need to use Oil Slash, feel free to use Cross Slash, just be mindful of your HP.

As for Lenne, she's your main damage dealer in this fight. Like I said, the Boar only counters physical attacks so Lenne can use her skills normally. That's pretty much it. Lenne will be doing almost 500 dmg. per attack (at least for me she did) making this fight take no more than 2 minutes.

- **Attack:** regular attack that hits for around 18 dmg.
- **Physical Counter:** counterattacks any physical attack.
- **Ice Age:** ice spell that hits both characters for around 20 dmg.

Watch the scenes after the fight and afterwards we'll end this side of the story. I'll leave below the links to the other 2 groups (in case you haven't done them yet), and the link to the quest where they finally get back together.

- [Victor & Group's Fate](#) (or pg.139)
- [Sienna's Fate](#) (or pg.145)
- [The Last Mile](#) - Party gets back together (or pg.165)



# Victor & Group's Fate

Well, looks like Victor and the boys ended up together and in a completely different area than the rest. Theirs is probably the longest section (maybe given that there are 3 characters) so let us get started.

## Find your way to the White Rose Inn

| Traveling Merchant |         |          |         |                    |       |
|--------------------|---------|----------|---------|--------------------|-------|
| - \$ -             | USABLES | - \$ -   | WEAPONS | - \$ -             | ARMOR |
| Snack              | 100a    | Gladius  | 500a    | Sturdy Aketon      | 500a  |
| Sweets             | 200a    | Glaive   | 500a    | Silver Breastplate | 500a  |
| Panacea            | 50a     | Longbow  | 500a    | Doublet            | 500a  |
| Eye Drops          | 50a     | Rapier   | 500a    | Raven Cloak        | 500a  |
| Alarm Clock        | 50a     | Bokken   | 500a    |                    |       |
| Antidote           | 50a     | Claymore | 500a    |                    |       |
| Lozenge            | 50a     |          |         |                    |       |
| Sage               | 50a     |          |         |                    |       |
| Angel Wing         | 400a    |          |         |                    |       |

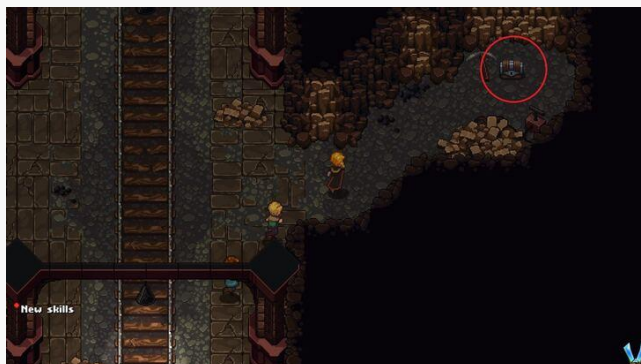
Start by going up the couple of walls to find a merchant and an anvil. Make use of them if you need to and make sure to equip the Class Emblems. Yeah, we can take them from Glenn, Lenne, and Sienna if they have them equipped. Love this! I personally forgot haha but make sure to do so to have an easier time. And give Victor the Cleric Class Emblem for big party heals.

Anyway, when ready head inside the mine, the **Wygrand Mines**.

## Monsters

|                                                                                     |         |         |                                   |                                                                         |
|-------------------------------------------------------------------------------------|---------|---------|-----------------------------------|-------------------------------------------------------------------------|
|  | Machine | HP 600  | Strong to Earth,<br>Weak to Fire  | Coal (Common)<br>Silver Ore (Steal)                                     |
|  | Flying  | HP 1600 | Strong to Earth,<br>Weak to Water | Gazing Eye (Common)<br>Hard Shell (Rare)                                |
|  | Human   | HP 1000 | Strong to Light,<br>Weak to Dark  | Life's Light (Common)<br>Thick Hide (Steal)                             |
|  | Flying  | HP 110  | N/A                               | No Loot                                                                 |
|  | Flying  | HP 600  | Strong to Wind,<br>Weak to Earth  | Magician's Hat (Common)<br>Bamboo Fiber (Uncommon)<br>Silver Ore (Rare) |

These mines are very long and have a very unique section up ahead. They are also fairly linear so that's good too. Start by moving forward and at the fork go right first to find a **crystal source**. Continue going north to reach a fork. They both connect to the far north so follow the left path to find a branching path to the right that has a chest with **Silver Ore x3** inside.





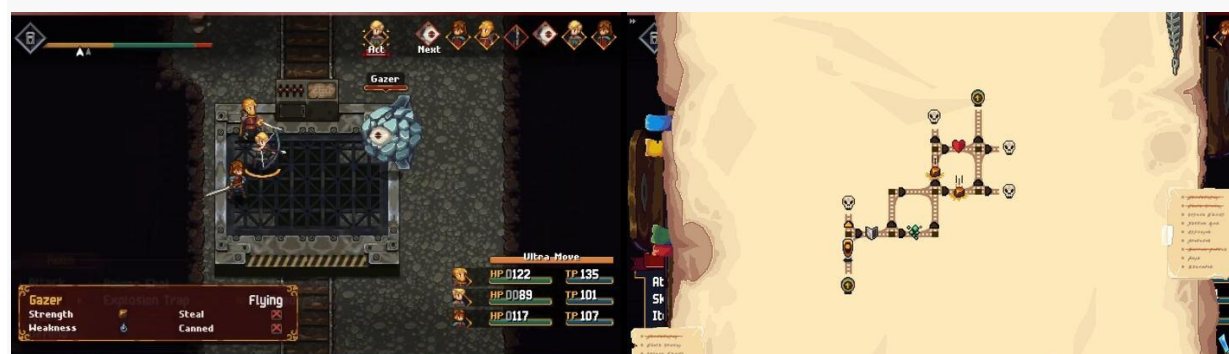
Up ahead is a new enemy, the **Ashen Will**. Fairly simple enemy, although I feel has a lot of HP haha.



Continue north and then right to find a large transportation lorry. This is the unique section I was talking about. Go ahead and get on it to ride it. Here you'll be riding the lorry while you fight off an enemy (Gazer). As you do though, you'll need to keep track of your location using your map and hit the buttons to have your lorry move in the direction you want.



This guys here, Gazer, is a regular enemy. This is here because we'll have a boss further in the mine that works just like this so get used to it. Go ahead and open up your map so you can see where you need to go.



Always make sure to hit the button ASAP so you don't forget about it. You always have the chance to do it before the lorry takes its turn. Of course you'll want to avoid the skull because it's game over, but you'll also want to avoid poison and the rock damage.

**NOTE:** if you manage to defeat the enemy (or boss later on) the ride will end and you won't have to go through it all. That's good!



Once your ride ends, head west and north. At the fork go right (left is a dead end) to find a room with 3 **crystal sources**. Awesome! Continue north and at the fork, where the **Roagrim** is, follow the bottom left path to find a chest with **Iron Ore x5**.



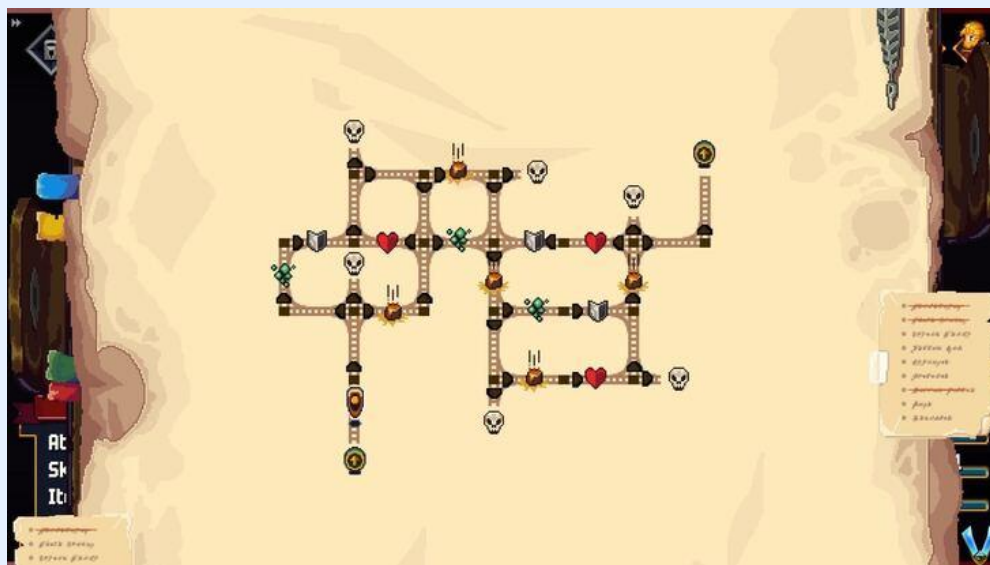
Continue north and follow this path to reach another fork. Head south first for a chest with **Silver Ore x2** then go north into another area.

Here go north and you'll find a lift in the upper left corner. It seems we need a key to activate it. Hmm. We're definitely coming back here later, huh? Continue east and you'll eventually see a **Goblin** to the north blocking a door. I wonder what's in there?!

To the right is another lorry. This is where the boss is so go ahead and save your game and ride it to start said boss fight!

### BOSS FIGHT: GIGA DRILL BREAKER

Giga Drill Breaker is a super easy boss, but what makes it "tricker" than other bosses is the fact that you're riding the lorry and have to keep track of the directions.



Let me start by saying that you should go right at the fork and take the damage. It's better to take the damage than to get poisoned. The next fork has some healing for us which is good. Also note that the ride will end when you defeat the boss and I managed to defeat him as soon as I got the healing so he's not that hard.



That being said, he's weak to wind so Victor's Pressure Point does pretty good damage. He's the busiest he's ever been because he'll be attacking, buffing th party with Poetic March and healing (at least he was for me).

If Kylian has the Warrior Class Emblem you can have him use Leg Aim to lower the boss's speed, then use Power Pierce. This is good because Kylian normally doesn't have a single target skill besides Leg Aim. He can help heal if needed, but do make sure to use Recall Training to keep your TP up. Robb is great because he can poison the boss and repeatedly use Power Shot to heavily damage the boss. Using Explosion Traps is good as well, but I would personally just stick to Power Shot.

- **Attack:** his regular attack that hits for around 35 dmg. to one character.
- **Wide Slash:** hits all characters for around 30 dmg.

After the fight... yeah we're still not done! We're like halfway done! Head west and south when possible to exit the mines! To the right is the merchant. Looks like he followed closely behind us. Make use of him if needed and go up the wall nearby. Grab the **crystal source** to the right and head left. Start following the path, cross the bridge and we'll have a pretty nice background here!

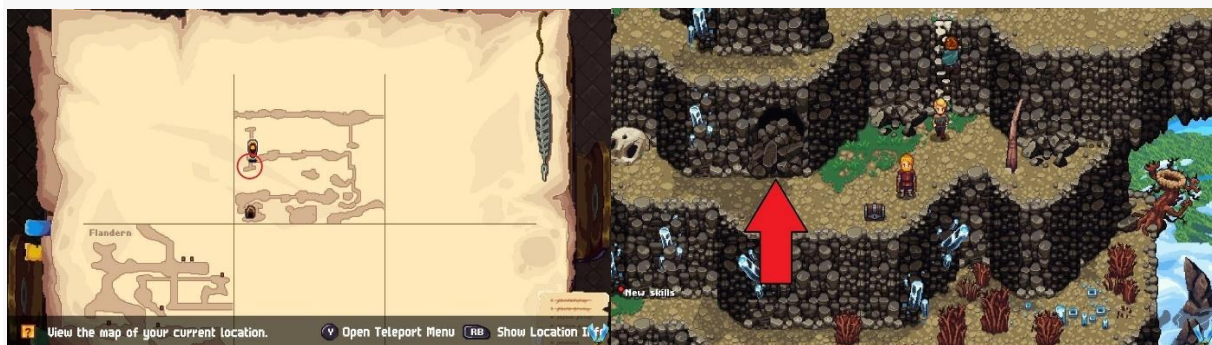




Continue right, kill the enemies and go down the wall when you can. Head north and up the wall (to the left are some items) and then up another 2 walls. Start making your way west once at the top and as you cross the first bridge look to the southern side of the cliff for a spot you can jump down. Do so to reach a chest with **Iron Poleyns**.



Head back up and continue west. Kill the enemies that block your path and at the fork go down the wall first to find a chest with **380a** and a **secret cave**. Nice! This one has **Break Extender Crystal** inside.



Head back and go up the walls until you reach the top. From here we can't go west so head east all the way until a scene plays and then a boss fight of sorts.





Ok, I don't even know if we should consider this a boss fight given how easy it is, but oh well here we are.

We are fighting Thoma, who's the only unique enemy here. The other guy acts just like any other thief (attacks with its double daggers). Your party should mostly follow what they did against the Giga Drill Breaker. Have Victor heal and buff the party whenever needed, Robb should stick to Poison Shot and Power Shot, while Kylian attacks using Power Pierce. Note that Thoma is weak against earth so have Victor take advantage of that if he doesn't need to buff/heal.

There's something unique in this fight, and that's Thoma's Bomb Throw. He'll place a bomb on the ground and will explode when its turn comes up. This bomb though, you'll need to attack it to push it closer to the enemy. If it's in the middle you won't take any damage, but if it's close to you it'll actually do quite a bit of damage. For this you'll want to keep your HP pretty high, especially if you can't push it away in time.

You also want to start by killing the thief first so you only have one enemy to worry about. This is doubly needed because he can also attack the bomb. Overall a pretty easy boss fight if you keep the bomb at bay.

- **Attack:** hits one character for around 25 dmg.
- **Arc Swing:** hits all party members for around 27 dmg.
- **Bomb Throw:** places a bomb on the ground that will explode when its turn comes up. If it explodes near you it'll deal around 60 dmg. to all party members.

Watch the scenes after the fight and we'll end this side of the story. I'll leave below the links to the other 2 groups (in case you haven't done them yet), and the link to the quest where they finally get back together.

- [Glenn & Lenne's Fate](#) (or pg.135)
- [Sienna's Fate](#) (or pg.145)
- [The Last Mile](#) - Party gets back together (or pg.165)





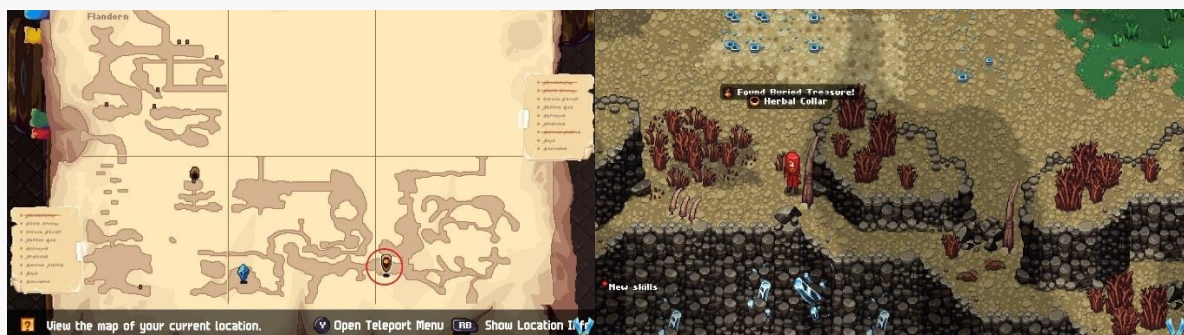
## Sienna's Fate

### 8 Find your way to the White Rose Inn

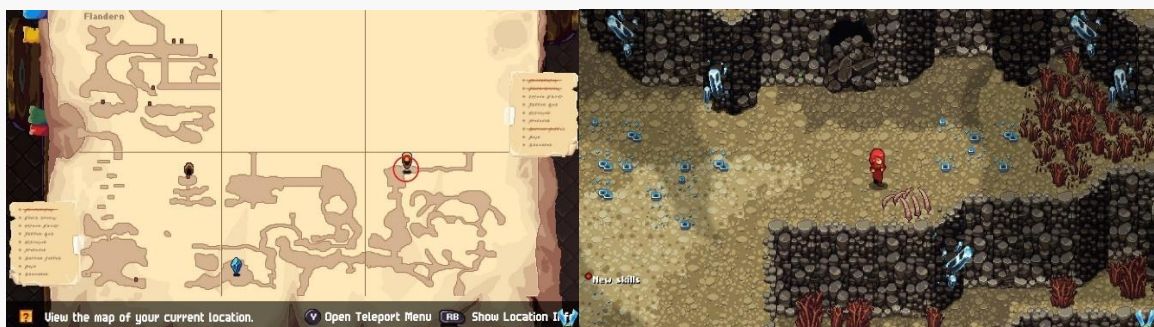
Sienna's scenario is the one that starts out the best. Soldiers looking for the group and they can't remember what they look like. They only remember exactly what Sienna looks like and her height and weight... and everything... yeah they were REALLY looking at her.

Once you regain control, let me start by saying that you should avoid all fights. You will most likely start fights but run away. Head south from here and NOW we can go east. Do so and enter the next area.

As you enter you see a **buried treasure** mark to the right. This one is also super close. It's to the bottom left, on the edge of the cliff. Whoa! You'll get **Herbal Collar**, an accessory that protects you from poison.

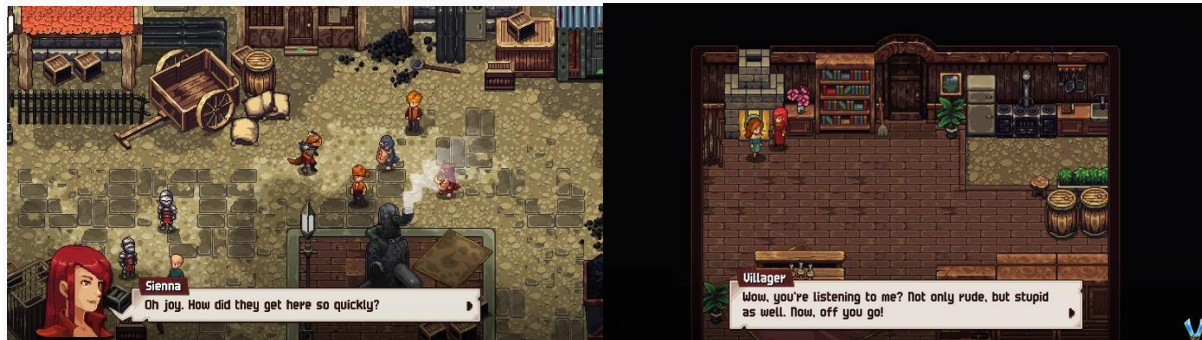


Head east and at the fork go north (we cannot continue east). At the top of the slope go northwest to find a **crystal source**. Head north past the enemies (remember to run) and you'll eventually have to go east. As this happens look at the northern wall to find a **hidden cave**. This one has **856a** inside.



Continue going east now until you reach the next area to the north, which is the town of **Rockbottom**... fitting name. Watch the scenes that play out as you enter and our objective now is to sneak through the town unnoticed. Don't worry, if you end up walking into the soldiers Sienna will say you shouldn't go that way. Basically meaning you cannot get caught. That makes life easier.

From where we start head right and go down the ramp. Go to the far left and follow the canyon north (between the canyon and house) and on the other side you'll see a pair of staircases going up. Go up and enter the house to the north. In here go ahead and talk to the woman at the fireplace. She'll ask you to take the lunch box and take it to her husband so you're useful. Wow. Go ahead and take it. I don't like her.



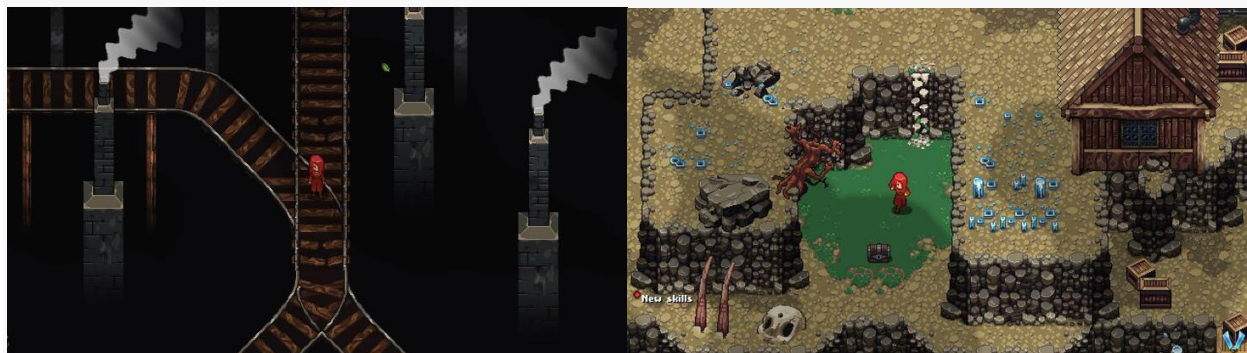
Head back outside, go down the stairs and enter the mines to the right. In here the miner will stop you, but since we have the boxed lunch for "delivery" he'll let you pass. Nice!

From the miner head south and you'll be on the tracks outside the mine. At the fork go southwest first to find a chest with **Jute Fiber**. From the next fork go north and enter the mine. In here you can find a pair of **crystal sources** and a man to the right that's the hubby of that woman. You'll give him the meal... and he'll also be an asshole about it. Wow!

To the north is a lift. If you've played through Victor's scenario then it looks familiar. I wonder if it's the same one. Anyway, return to the fork outside and go west and back inside the mine.

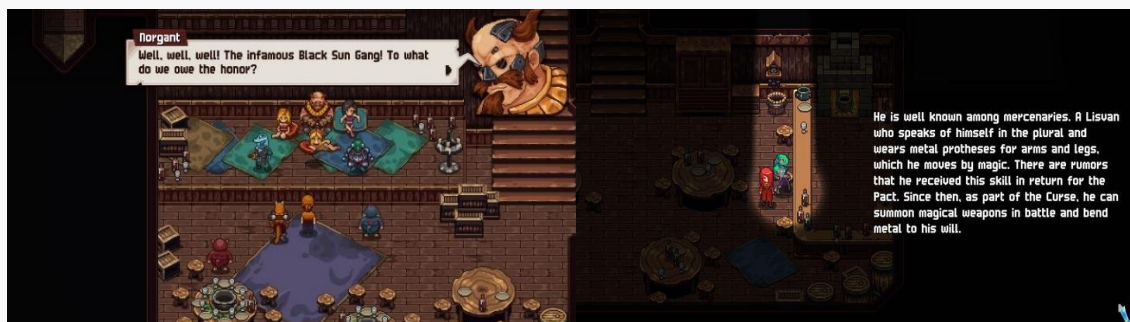
In here follow the path and go left when possible and go through the door. We're back outside. Go up the stairs nearby and you'll find an anvil and a **fast travel crystal**. Great finds. With the Jute Fiber item we recently found you can probably upgrade your weapon. That's the item I needed for mine.

Anyway, from here go left behind the building and go south to find a chest down some walls with **Human Killer Crystal** inside.





Head back to the anvil and go inside the building. In here go up the stairs to trigger a scene with the bandits that put us through hell in Farnsport. Once the scene is over head upstairs past them and up here talk to the lizard man to the right, at the counter. His name is Ba'Thraz and he's actually a party member. He'll join us for a bit, but we need to find how to pay him.



From here head upstairs, go right and go down through the door that's hard to see. This leads to a chest with **500a** inside.

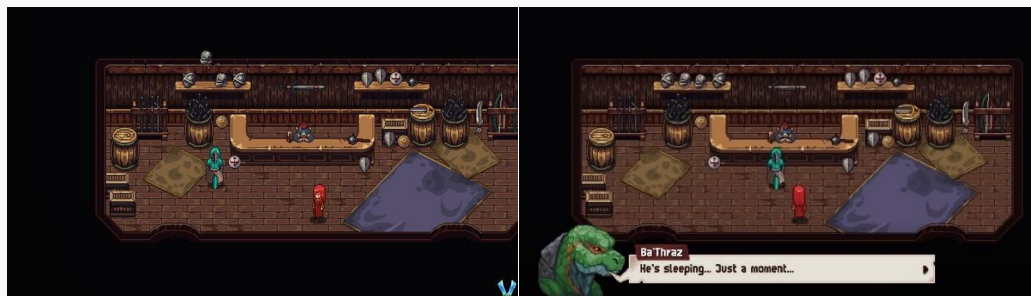


Head back inside and go up the stairs next to the counter and through the door back outside. Out here you'll have a soldier to the right. This is the exit of this place so remember it because we'll be coming here in a bit.

Instead go up the staircase and go right to find a chest with **Horn x2**. Return and go inside the building to find a shop... with the guy sleeping. Wow. Go through the bottom left door, open the chest with **Waterbomb** down the stairs and head inside the next door. You'll notice there's a hole in the ground. Jump down to trigger a scene. Looks like we found lots of money. We can now pay Ba'Thraz.

Head back to Ba'Thraz and talk to him for a scene where he'll join the party. Nice! Go ahead and use his SP and unlock some skills. I personally unlocked all the commands, MAG Up, Machine Killer, Counter HP Regen, HP +10, TP +5, then I got Summoned Attack and TP Gain Up.

Once ready head back up the stairs and outside. Go up to where the shop with the sleeping guy is to trigger a scene. He'll steal some armor so we can slip past the guards.



Once you do that head back down the staircase and go right now to where the guard is. You'll be asked if you're ready to leave. We are! Once past him go down the walls and follow the path until we reach the next area.

Here ignore the path west. Leads back to town. Instead head north up the walls then start going west. We can now fight some enemies which is nice. Once you jump over 2 gaps make sure to go northeast to find a chest next to the edge of the cliff with **Snack x4** inside.



Continue following the path until a scene plays where we're caught by the guys we saw back in town. They don't look nice. Of course we'll have here a boss fight of sorts. It'll probably last like a minute or so.



The easiest boss from the 3 paths. Note that you can steal a Copper Nugget from Osric. Easy money.

Ba'Thraz is an excellent character to have in this fight thanks to the high damage he does.



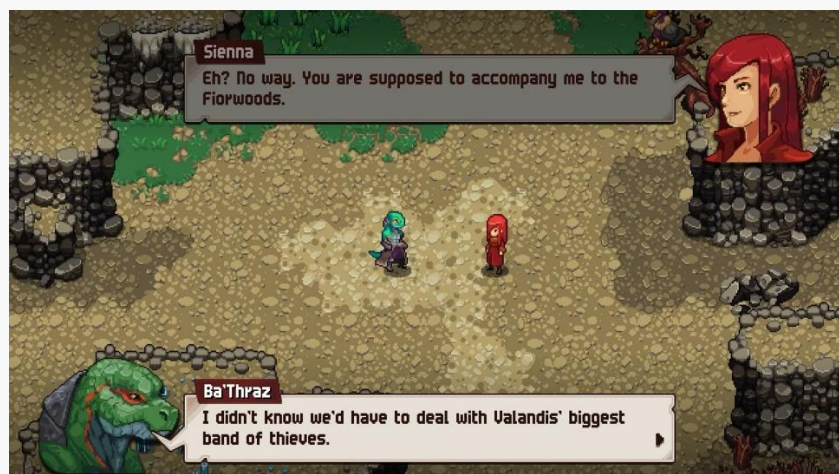
Of course, Sienna should be using X-Slash whenever needed to inflict Bleed on the boss, then stick to using Kesa Giri until Petal Storm procs, then use that. Wait for when you reach OD so you can use your Ultra Move on the boss with Sienna to deal massive damage.

This is one of those bosses that will enter their counter stance, counterattacking any attack. Do not attack him. Instead use this time to pilfer from him and use items to heal up.

And that's about it. The guy doesn't really do much outside his double slash.

- **Double Wind Slash:** hits twice for around 28 dmg. Note that this attack can hit either the same character, or hit both characters once.
- **Counter Stance:** prepares to counter any attack.

Watch the scenes after the fight and we'll end this side of the story. Sadly Ba'Thraz will leave us. I'll leave below the links to the other 2 groups (in case you haven't done them yet), and the link to the quest where they finally get back together.



- [Glenn & Lenne's Fate](#) (or pg.135)
- [Victor & Group's Fate](#) (or pg.139)
- [The Last Mile](#) - Party gets back together (or pg.165)

# A Pass To Kortara

*Our heroes try to find special permits in order to cross the border.*

## ! (Optional) Gather more information

Well, it seems we now need to get permits to cross. Might as well. Before we head to Basil though (we don't even know where that is yet!) let's continue exploring. There's a TON to explore still!

From the checkpoint, go south from the suspicious man first to find a **crystal source**. Grab it then head north from said man until you find a second **crystal source**. Nice! Return and now go east and south to find a couple places where you can jump over the gaps.

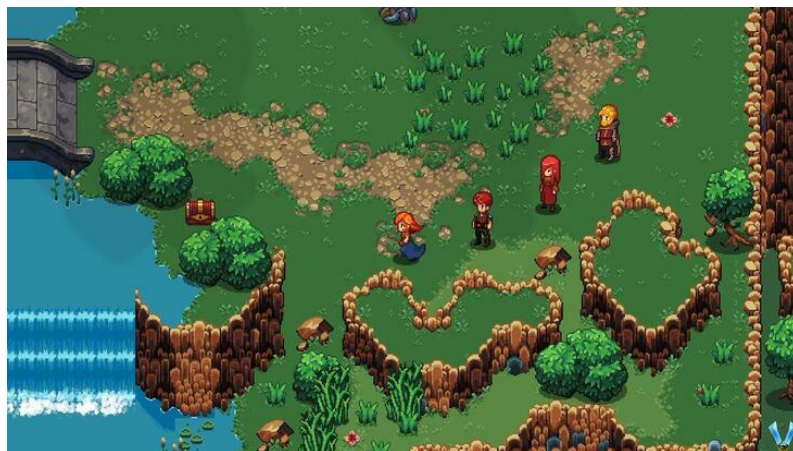


Going south leads to the area where you fought the Saliva. Ignore it and jump west. Follow this path jumping over gaps until you reach a chest with **Longbow**. Nice upgrade for Robb.





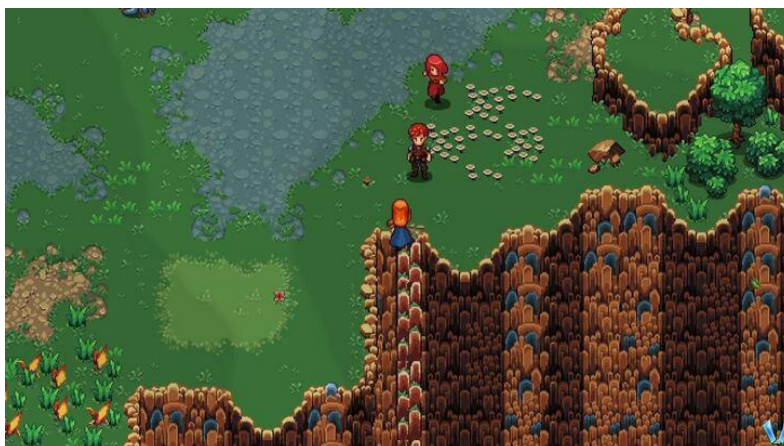
Drop down here and go west into the next area. As you go you'll find a Saliva. Deal with it and follow the path as you head north up slopes. At the top grab the **crystal source** to the right and head west now. You'll have to fight some **Crab** enemies. Super easy. Just south of them though is a chest with **Glaive**, nice upgrade for Lenne.



Cross the bridges to the west, grab another **crystal source** and right next to it is a **hidden cave**! Head inside to find **Debuff Overdrive x4**.



From here stick to the southern side and you'll find a spot where you can climb down the wall.



Climb down and follow the path east behind the waterfall until you reach a chest with **Sweets x2**. I was expecting something better haha. Return back up the wall, kill the crabs and head west into the next area.

As soon as you enter you'll see the mark for a **buried treasure**. This one is crazy close. Check the corner just southeast of the mark. Yeah, it's on the ground. This one took me forever! You'll also get **Sage x3** from it.



To the north is a Saliva enemy and a **crystal source**. Grab it, head back south and follow this path until you hit a river. Jump across the river twice and go southwest. Ignore the ramp going upwards and go past it to find a chest at the end with **Horn x3**.



Go up the ramp now and immediately go north to find a **crystal source**. Grab it, return and go up the ramp on the left side to reach a locked door. Hmm. We'll be coming here in a little bit don't worry.

Return to the river and hop across it again. Head south now down the slope and across the bridge. Immediately go west to find a chest at the end with **Fine Wool x2**. Return to the bridge and go south into the next area.

Welcome to the village of **Basil**, where our objective is. Don't worry, we're leaving. Go ahead and open your map and fast travel back to the crystal right outside Farnsport City.



Before we head on over towards Basil let's do something. Head back to Termina Cave and head to the area where you fought the Sandworm. Just past it is a chest at the end of the tunnel with **2999a**. Awesome reward for coming back!



That's it for the cave. Leave and fast travel back to the crystal outside the city.

Head west from the crystal and go up the slopes. Grab the items as you go and proceed west into the next area. Let's start by going north first. Go up the first ramp and immediately go left. Check the couple of bricks behind the tree to find a **buried treasure**. This one holds a **Claymore**. Nice upgrade for Kylian!



Head east now back to the previous area just to find a chest with **125a**.



Return to the previous screen and continue north. You'll see a chest on your left next to the river. Go up and around to get to it to find **Sturdy Aketon** inside.



Further ahead is an adventurer that won't talk to us because we're not one. Wow. Asshole. Just past him though is another chest, this one with **103a**. The rest here is a dead end so return to the fork near the start of the area and go west now. Keep your eyes peeled while looking at the bottom of the screen to find a very sneaky chest with **Kopis** inside, a nice upgrade for Glenn.



Cross the bridge and look north to now find a hidden cave. This one has **250a** inside.





Back outside you'll see an NPC to the left. It seems there's a really large animal on the loose. Oh god, boss fight coming up? Nah, we don't actually see him at all, not in the near future anyway. Up the slope you'll start seeing wheat fields to the left. We're close to a town!

Head west into the next area and we'll reach the town of **Basil**. Unlike the map in the city of Farnsport, there are no indicators of which houses you can go inside (on the map at least) but you'll still have the little green arrows on the ground right before the door.

That being said follow the dirt road west to find the fast travel crystal. Ignore the path going southwest (it leads to **Seaside Village**) and head north. Here you'll find the main plaza where there's a huge animal with like a saddle on its back. To the right is the anvil and merchant. Sell your loot for more Deals to appear. I got several here but I couldn't really buy anything.

What I do recommend you do, however, is to start fully maxing out your weapons that you've been getting (the upgrades we've been finding). These are going to last us for a bit so you might as well upgrade them to the max, and that means up to the ++. For your armor I would recommend just up to the + since it gets really expensive and we'll be able to get some upgrades later on and even steal something great from a boss fight.

The house to the south and right of the merchant here has a sparkle item in the southern room. Grab it and speak to the NPCs in here. Man I usually don't but I love talking to the NPCs in this game.

Exit the house and go west sticking to the bottom of the screen. Go behind the last houses to find a carrot that's moving around. It's bigger than the other carrots



Interact with it to have it run away... what just happened? Well, this guy is part of a boss fight (optional boss fight) so we'll have to chase him down. Let's continue exploring for now.

To the left is a chest that has **Sweets x2** so grab that and head north to find the carrot again. It runs to the northeast. Ignore it for now and go west behind the crates where the NPCs are sitting and follow this path north to find a sneaky cave at the end. Inside you can find a chest with **Silver Breastplate**. Nice upgrade for Glenn, Victor, or Kylian. There's also what looks like a closed cell. Hmm.



| Basil Weapon & Armor |         |                    |       |
|----------------------|---------|--------------------|-------|
| -\$-                 | Weapons | -\$-               | Armor |
| Iron Sword           | 200a    | Gambeson           | 200a  |
| Gladius              | 500a    | Sturdy Aketon      | 500a  |
| Spear                | 200a    | Iron Cuirass       | 200a  |
| Glaive               | 500a    | Silver Breastplate | 500a  |
| Wooden Bow           | 200a    | Plain Shirt        | 200a  |
| Longbow              | 500a    | Doublet            | 500a  |
| Degen                | 200a    | Priest Robe        | 200a  |
| Rapier               | 500a    | Raven Cloak        | 500a  |
| Common Katana        | 200a    |                    |       |
| Bokken               | 500a    |                    |       |
| Great Sword          | 200a    |                    |       |
| Claymore             | 500a    |                    |       |

Return to where the NPCs are and go north to find the equipment shop. Funny thing in here: there's a speech bubble above the suit of armor on the right. The lady behind the counter will mock you if you try to talk to it haha.

Here there's not really that many upgrades. We'll get a Silver Breastplate later so you can buy one for one of the characters mentioned above if you wish. We'll also get a Raven Cloak and more Doublettes later for free. For weapons, we already got plenty upgrades and we'll get more so no real need to buy

any.

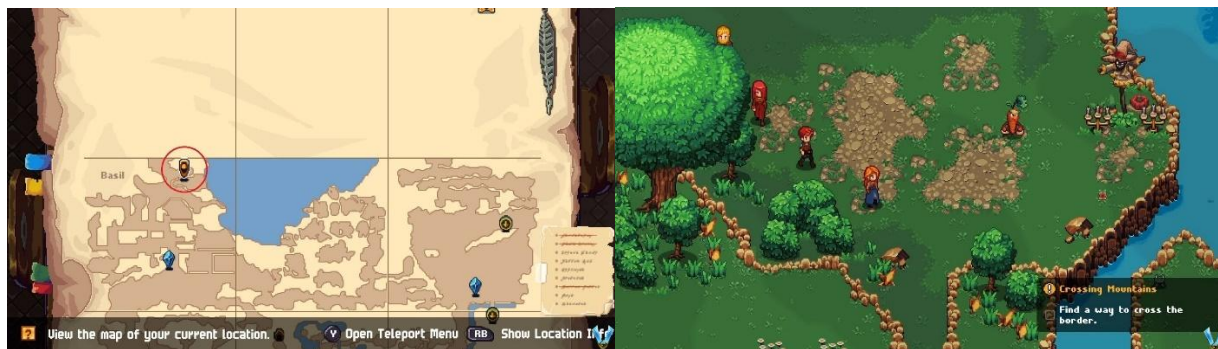
East of the equipment shop is an old man. This is the Village Elder. Go ahead and talk to him. You can ask him about the permits and he'll tell you about Becker. From the elder head north past the little kids to find a chest with **Lozenge x2**.





Return to the elder and from here you can go northwest up the slope to a mansion. Ignore it for now but remember where it is. From the elder you most likely see the carrot to the right. Approach it and it'll run north. For now go east past the buildings until you reach the edge of the river where you'll find a lone chest with **Heal Overdrive x3**.

Return to where you saw the carrot run north and head north. You'll see there's a path going east near the cows and other animals. There's a couple of random items over this way but if you go further north you'll see another path going east. Follow this one to spot the carrot.



Save before you approach him because there'll be a boss fight as you approach him.



Ok, who would've thought we were going to be fighting some veggies! I certainly remember seeing this in the promo vids of the game, but I didn't think it was this early. Oh well, let's do this!

These guys aren't so bad. They are all weak to fire so we now know that Lenne will be our main damage dealer in this fight. Despite them being weak to Fire, I recommend you have Glenn stick to using Cross Slash instead of Oil Slash. The damage you do by attacking is so much higher than increasing Lenne's damage so do that.

Sienna should stick on using Yoko Giri and Petal Storm whenever it procs for major damage and for your fourth member Kylian is the best as he can attack them all at the same time AND even heal a party member.

Note that out of these enemies, only 3 do something. Both Cornelia and Mush (corn and potato) don't do anything but stare so ignore them and focus on dealing with Broko Lee first because he's the healer of the group. After that both Peppa and Carrie do around the same damage so pick whichever you want to get rid of first.

- **Peppa**

- **Pepper Pain:** hits one character for around 30 dmg.

- **Broko Lee**

- **Bro Heal:** heals one enemy for around 70 HP.

- **Cornelia**

- Nothing

- **Carrie**

- **Carrote Chop:** hits one character for around 35 dmg.

- **Mush**

- Nothing

Of course it's not as easy because as you defeat them they get skewered into a kebab! This is awesome! And somehow they are much stronger than before. Then again, they're also considered just one enemy, making it both easier and harder. This is considered another fight entirely since you get a free refill of your Ultra Move and TP.

Unlike any of the bosses before this one, this guy (guys?) can use **Act Twice**, a move that lets him act twice per turn. This can be deadly if he uses the right attacks, but let's see what we can do. Do note that Lenne's **Cleanse** DOES NOT get rid of it so don't even try. Don't waste your turn.

Definitely you'll want the person with the Cleric Class Emblem in the party to heal the party in its entirety. Here I had it on Glenn but I think I would've given it to either Kylian or Victor. This would've let Glenn focus on attacking while the other heals. But anyway, have them heal up throughout the fight while you have Victor every now and again use Poetic March to boost everyone's damage.

For our other characters, Lenne is fantastic in dealing tons of fire damage to the boss. Something we definitely want. Like I said, have Glenn stick to using his Cross Slash instead of Oil Slash for major damage. Sienna is of course a major source of damage with her X-Slash and Petal Storm, and of course have her use Ultra Move when in OD to deal tons of damage. Try to also boost her with Victor's Poetic March for even more damage.

Kylian isn't as useful here since he's mostly used for attacking multiple enemies, but he can heal if needed (or if you gave him the Cleric Class Emblem). Robb, I personally don't use him much but he can poison the boss. Not only that but you can use Explosion Trap. This is a great move that will hit the boss if they physically attack the character where the trap is. This also does a ton of damage so it's worth using, if only to lower the OD gauge. Still, I'd say Robb is the one that has the more varied types of skills, making it worth bringing him just for that.

This is a fight where you absolutely want to stay in OD at all times. Given that the boss moves twice in a row, it'll drastically increase the OD gauge a low. Focus on damage but don't forget about the OD gauge. Once it's around 3/4 up the green start pushing it down. You have the items (like "Attack Overdrive") to lower the gauge so this is the time to use them.

- **Act Twice:** acts twice per turn for the rest of the fight.
- **Super Pepper Pain:** hits all party members for anywhere between 30 to 40 dmg.
- **Super Bro Heal:** heals himself for around 130 HP.
- **Super Carrote Chop:** hits one party member for around 35 dmg.
- **Super Lick:** licks all party members with a chance to get paralyzed.
- **Super Corny Lullaby:** sings for all party members with a chance to put them to sleep.

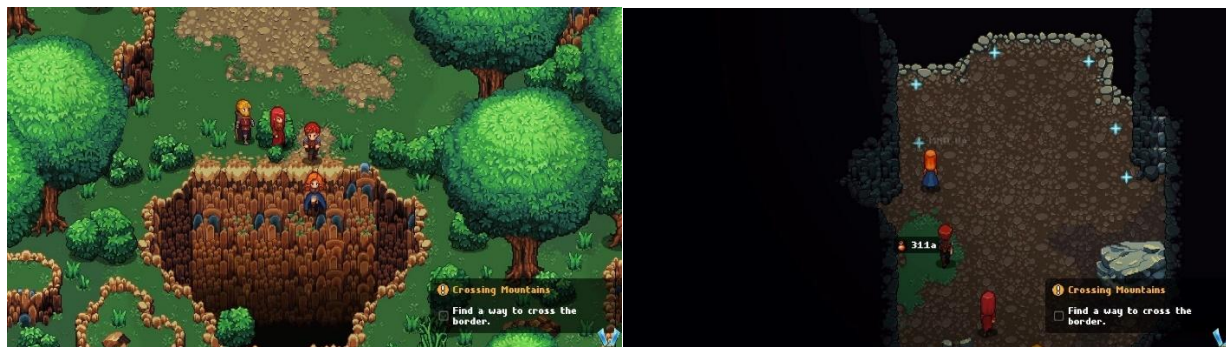
After the fight go ahead and check the sparkle left behind under the scarecrow to find a **Shashlik**, a spear upgrade for Lenne. It's even better than what you can find at the shop! It was definitely worth the fight!



Return to the plaza of Basil (where the huge animal is) and to the west is the Inn. Head inside and go upstairs for an item in the plant. Go south and outside to find 2 rooms. The room on the right has an item in the wardrobe and the left room has a chest with **Oil Lamp x2** inside.



Return now to fast travel crystal and go south into the woods. As you go you'll see you can go west and east. West takes you to a pair of items, but go east afterwards and follow this path until you reach an area where you can slide down. Do so and go inside the little cave to find a ton of sparkle items. Awesome!



Head back outside and drop down once again into the river below. Leave this little cave and get out of the river. Go west into the next area and go up the wall here. Don't drop down and continue northwest up the wall.

Follow this path (kill the Pigears when you get to them) and you'll eventually reach a **fast travel crystal**. Move past it to find yourself a **Class Emblem Statue**.



Here you don't have any Sacred Water... or do you? I didn't even think about this at this point but if you have a chain of at least 4 in the Reward Board you can get a **Sacred Water** as a reward. At this point you should have at least that, but if not come back later.



Giving the Sacred Water to the statue though nets you the **Warrior Class Emblem**, offered by **Madhim the Warrior**. Before we can actually get it though, you'll have to fight 4 Slorse. These guys can pack quite a punch if you haven't upgraded your equipment. Still shouldn't be that bad. Focus on one at a time, keep your buffs up, use poison/bleed on them and exploit their weakness to water with Lenne.



We now have 2 Class Emblems! I personally removed the Cleric from Glenn and gave it to Victor while Glenn will get the Warrior. That's me though. I didn't give it to Lenne because she's focusing on exploiting weaknesses for the most part. Sienna already does a ton of damage and you want to focus on her Petal combo. The Warrior Class Emblem gives Glenn an attack that hits all so that's good. Kylian already has one so I thought it'd be best for Glenn.

Go ahead and return to where you could slide down and do so. Here we are behind a house. If you check the little northeastern corner (directly to your right) you can find a hidden cave. There's nothing in here, but it's pretty neat.

In front of the house is an NPC. Talk to him and he'll mention Jan. Head inside the house to see that it was destroyed by some kind of animal. Looks like the same claw marks from outside Basil. I wonder if they're connected. Grab the items here, leave and head right to the next area where you'll find a **crystal source**. Return and head left towards the entrance. At the entrance, just south of it, you can find a pair of NPCs you can talk to. Do so and enter the house on the right.

In here there's an item under the chair on the left. Grab it and use the exit on the right to reach a chest outside with **Bolas**.



Drop down, kill the crabs and here we can go west and southwest. Head west first and follow the beach around and in the northwestern corner to find a Fishwoman. Yeah, this is the wife of the Fishman we met in the river outside the city!



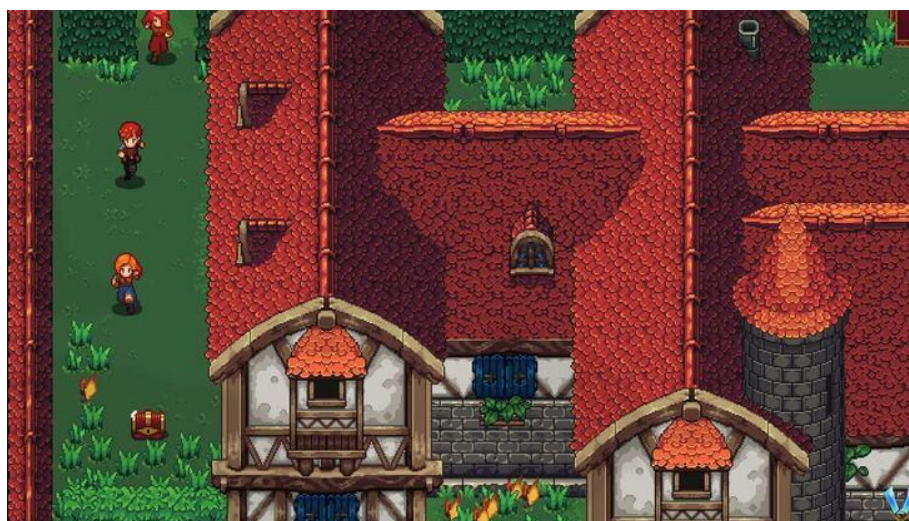
Return and now go southwest. We'll reach a broken lighthouse. Talk to the NPC and grab the couple items here. Return to the boats and to the right is a little pier going south. There's a chest at the end of it with **Antidote x2**.

#### **Talk to a man in Basil named Becker**

And that's it for this area. Don't fast travel back to Basil. Instead head north out of the village and as you go up the slopes keep an eye on the western side to find a chest with **Sweets x2**. Neat.

Return to Basil now and go inside Becker's house now (the mansion) and go north to the next room (there's absolutely nothing in this house) to trigger a scene with Becker and a tailor making him a suit for his wedding. Well, he does have permits and he's selling them for 200a a pop. Not too bad. Sadly he only has 4 left. Hmm. What are we gonna do?

Watch the scene that plays out and Sienna is very skeptical of these permits, and rightfully so. When you regain control, head back inside the building and go through the door in the back. Out here go left to find a chest with **Raven Cloak**.





## ! Use Becker's permit to cross the border



And with that fast travel back to the checkpoint to the far northeast and a scene will play as you approach where we meet this man Jan. We heard a lot about him in Seaside Village. He knows we got the permits from Becker and tells us not to trust him. Hmm. Are these fake? He checks them out... and yeah, they're fake. What?

When you regain control go talk to the guard and show him the permits... yeah, they're fake. Dammit. Well, time to go talk to Becker once again.

## ! Return to Becker

Head back to Becker in Basil and confront him about the passes. It seems the other guys are also here. Well, it looks like this Jan guy is a thief and switched out the real passes for fakes. Of course he did. As the party leaves they see Jan running away from Becker's mansion.



## ! Find Jan and get the permits back



As you may already know, Jan went back south to Seaside Village. Head south from Basil and a scene will play in the next area where we see Jan being attacked by monsters. It seems he did change the passes out for fakes. Go ahead and **hear him out**. Well, it seems Becker is shadier than we thought.

During the scene Glenn will mention his house being attacked by monsters (I believe you only get this if you went before going to Becker) and Jan will storm off.

## ! (Optional) Find Jan

Before we head back to Becker let's see why Jan was in a hurry. Head south into the village and east to his house. A scene will play where we see his daughter Marsia hid, and several dead soldiers. We also learn why he wanted the passes so badly.



## ! Return to Becker one last time



Go ahead and fast travel back to Basil, go to Becker's mansion and through the door in the back once again to trigger some scenes. Of course he'll finally show his true colors and order his grunts nearby to kill us. Well, we've fought them before in Termina Cave. We fought only 2, but we only had 2 characters as well. Nothing really changes here so focus on one enemy at a time and exploit their weakness to water. Also use your Ultra Move with Glenn. I keep forgetting we have this in the game haha. We now have a new objective. Sounds like a plan everyone!

## 8 Enter the Temple of Purple Flame

Go ahead and go north and leave the Basil area. Remember that locked door we found to the northwest? Yeah, that's the Temple of Purple Flame. Head north across the bridge and up the slope.

### LEAPING THE FROG

I don't know what triggers this, but you may or may not find the unique monster **Leaping the Frog** here next to the part of the river you can hop across.



I ran through here multiple times and he was always on the ledge to the north out of reach. I believe this happens when you reach a certain chain in your Rewards Board. Since he's part of it I'm guessing you need either a certain chain number, or have a certain amount of challenges in Rohlan Fields done. Personally I had all of them complete (at least the ones we can right now) with a chain of 21 (will be 22 once we enter the Temple of Purple Flame) and he down here. I ran here with a chain of like 15-16 and he wasn't so maybe you need 18-20 to have him jump down?

Anyway, this guy is a unique monster and hits much harder than any other enemy around here. Still, it's not really considered a boss fight since it doesn't really have that many attacks. His normal attack hits for around 65 dmg. (around 50 in OD), and Water which hits everyone for around 50 dmg. in OD. Definitely the dangerous attack.

He's weak to earth so Victor is your way to go. However, given that I gave him the Cleric Class Emblem he's now my main healer so I preferred to have him heal instead of attacking. Of course you'll want to do so if he can. Bleed and Poison both work on him so use them to really lower his HP real quick.

Anyway, after the frog simply jump over the river and make your way northwest to the Temple. Head inside to trigger some scenes and this quest will end. The quest ends and we'll be back to our original quest, which I'll link below:

- [Crossing Mountains](#) (or pg.121)



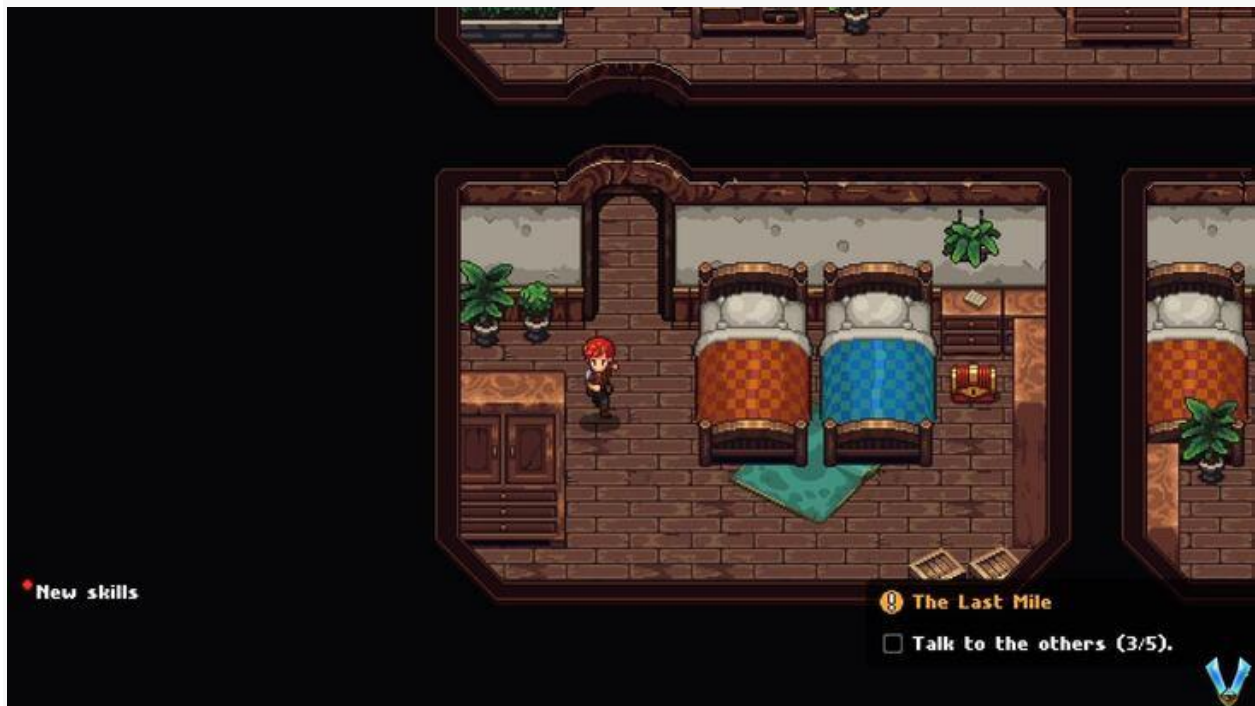
# The Last Mile

*The mountains are behind the group. Only the Fiorwoods need to be passed in order to reach Tormund.*

## White Rose Inn

### ! Talk to the others (5)

Once the party is reunited and we regain control of Glenn, we need to talk to everyone here. That's Kylian, Lenne, Victor, Sienna, and Robb that's at the table passed out. Before you talk to them all though, head upstairs and check the bookcase here to learn A LOT about the world. Also make sure to open the bottom left room to find a chest with **Lava Gorget**. Great accessory.



Afterwards head back down and finish talking to everyone. Once you do you'll hear a scream. Daimbert, the landlord, will come in. Victor asks him to tell us about it. Hmm? I wonder what it is!

Enjoy the scenes here as we're told that it's these flowers that make that noise. Eventually it'll be next morning and... it seems Lenne left before us. Oh no, I've seen this before! She ran away because she thinks she can convince her brother about what happened. Dang it!

## 🔍 Find clues about Lenne's whereabouts

Once you regain control you can explore around here but there's not much going on. We can't go east right now so head west and up into the next area, the **Fiorwoods**.

## Fiorwoods

### Monsters

|                                                                                                 |       |        |                                  |                                                             |
|-------------------------------------------------------------------------------------------------|-------|--------|----------------------------------|-------------------------------------------------------------|
| <br>Alpha Wolf | Beast | HP 850 | Strong to Earth,<br>Weak to Wind | Bad Luck Charm<br>(Common)                                  |
| <br>Wolf       | Beast | HP 500 | Strong to Earth,<br>Weak to Wind | Bad Luck Charm<br>(Common)<br>Yak Grass Fiber<br>(Uncommon) |

### Loot and Materials

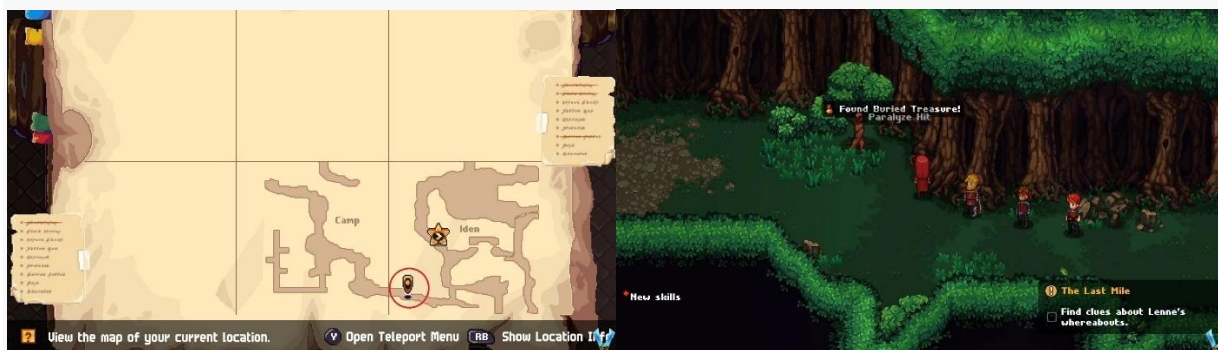
- Banana
- Branch
- Dahlia
- Dragonfly
- Garment
- Metal Frog
- Root
- Simple Leaf
- Spring
- Yellow Snail

## 🔍 Find clues about Lenne's whereabouts

Yes, this is a completely new area with its own map and it's own part in the Rewards Board so check it out. For now head north and you'll find a new enemy, the **Wolf** and **Alpha Wolf**. Nothing special about them, but make sure to kill the Alpha first as he can heal everyone for quite a bit!

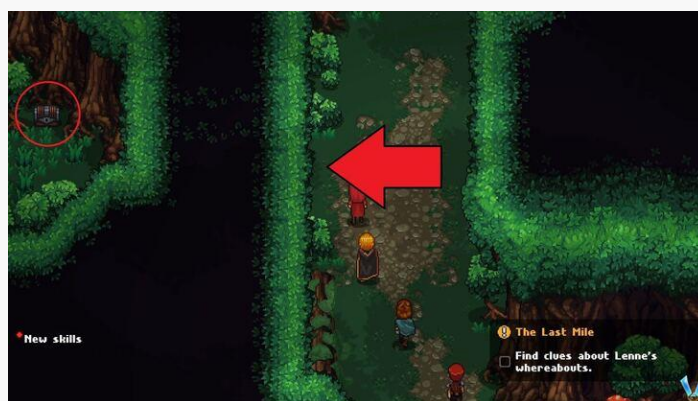


Head west from the wolves to find a fork. Go south first to find a **buried treasure** mark. Oooh! Head left here and you'll see a cut tree stump next to a little tree. Check the "corner" where the trees are (look at the image below) to find the **buried treasure**, which is a **Paralyze Hit Crystal**.



You can now head west into the next area but there's not much besides a chest with **Angel Wing x2**. The soldier here won't let us pass. Oh well.

Return to the fork in the previous area and go north but keep an eye on the left for a hole in the foliage with a chest. You can actually go through here to get it, which has **Sweets x2** inside.

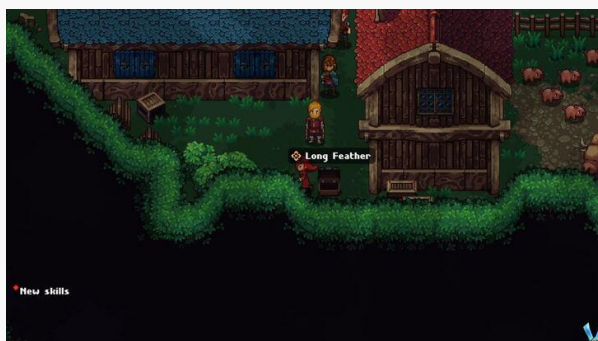


Continue going north and follow the left path (right is a dead end right now). This will lead to a scene where a statue talks to us. I don't like what this thing says!

### ! Ask around the village (3)

After the scenes, follow the path north and we'll reach the village of **Iden**.

As you enter go south between the blue and red houses to find a chest with **Long Feather**.





Head north up the slope to find the **fast travel crystal** and an anvil. Head inside the tavern here and speak to the man behind the counter. He'll tell you about Daimbert. Hmm . On the left side of the tavern is a chest with **Weathered Bone x2** you can grab. Upstairs you can find an item on the cupboard in the upper right corner, and another under the bed in the room below it, but that's about it.

Head back outside and go east, then east past the well. Talk to the bald man outside the little house here to learn more about Daimbert.



Inside the house behind him you can find an item and check the bookcase for more info on this world. Neat. Back outside go east and jump into the river. Follow the river south and at the end of the path you can go up the wall. Do so to find a chest with **Utility Overdrive x3**.



Return to the well in the center of the little village and go north. Notice the house on the right you can go inside. Go east past the house to find a hidden little area with a chest that has **Black Tippet** inside.





Return to the main road and speak to the lizardman to the north. He'll give you the last bit of info on Daimbert. Very suspicious. The party will gather here and decide to go back and check up on Daimbert. Smart.

Go ahead and leave the forest.

## White Rose Inn

### ! Follow Daimbert

Once you leave the forest you'll see Daimbert going behind the inn. Follow him and we'll be in the basement of the inn. Follow the tunnel here and well be... in a dungeon? Oh god I don't like this.

Follow the tunnel down here and read the document on the table on your right when you get to it. Up ahead we have a cell on the left and right. The left has another note while the right cell has a chest with **Jute Fiber x2**.



Continue follow the tunnels and when you reach a fork go north first to find another note. Check it out and head south now, then west afterwards to trigger a scene where we finally find Lenne. Yep, Daimbert is definitely crazy. He tries to keep us locked in here, but of course Sienna is not having any of that!



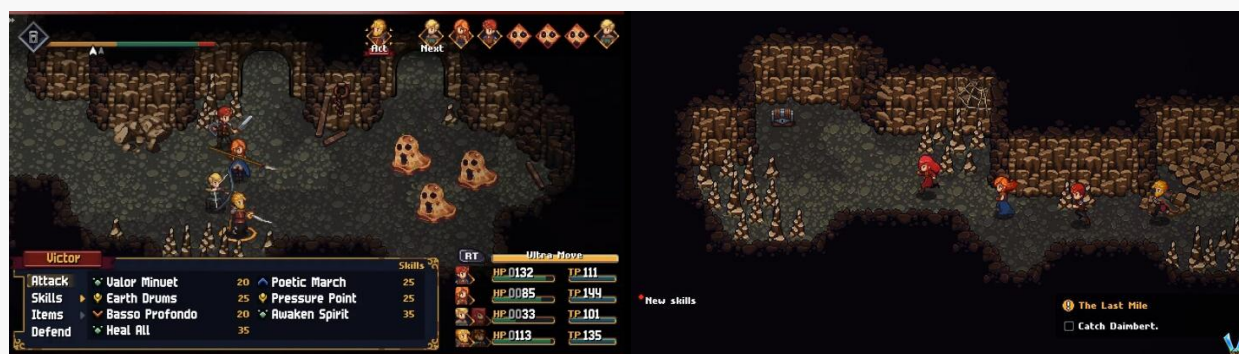
## 8 Catch Daimbert

### Monsters

|                                                                                           |       |        |                                  |                  |
|-------------------------------------------------------------------------------------------|-------|--------|----------------------------------|------------------|
|  Pudding | Ether | HP 500 | Strong to Earth,<br>Weak to Wind | Snack (Uncommon) |
|-------------------------------------------------------------------------------------------|-------|--------|----------------------------------|------------------|

Once you're out the cell go east to see Daimbert locking us in. Hmm. Head east and fight off the **Pudding** enemies. Super easy to deal with. Also make sure to rearrange your party if needed.

After this head into the cell and follow the tunnel around. Kill some more Puddings and at the upcoming fork go left first to find a chest with **340a**.



Head right now to fight a couple more Puddings. Deal with them and when you go through the door go north first at the fork until you're past a couple rooms and you end up fighting some Puddings. After you do enter the cell here to find a chest with **Metal Jenkin**.



Return to the for and go right now and go through the door. Now BEFORE you leave the basement save your game and prepare yourself. When ready leave the basement to trigger some scenes and right after a boss fight!

## BOSS FIGHT: ARLETTE



Well, after all the bosses we had in each of the party's groups (which were all super easy), we finally have something a bit more challenging... kind of. She certainly has a ton more health than the previous bosses, but she's still a single target boss and won't be much of a challenge.

My usual party composition for this fight hasn't changed at all: Bring Victor for heals (with the Cleric Class Emblem) and buff yourself as well with Poetic March. You can also use (and I highly recommend) Valor Minuet to keep your TP up. There's nothing worse than your TP emptying out. I recommend you don't bring Kylian to this fight, but if you do make sure he has the Warrior Class Emblem equipped beforehand so he has a single target skill you can use. Glenn should be in instead using Armor Crush to lower defenses then sticking to Cross Slash and Lend Energy to whomever needs it.

Have Sienna and Robb inflict both Bleed and Poison, but then have Sienna stick to using Kesa Giri and Petal Storm whenever procs. A fantastic thing you can do is to use your Ultra Move with her while the boss is debuffed and you're buffed thanks to Victor. Managed to hit a critical here for almost 900 dmg. Pretty crazy numbers Sienna can do! Lenne will be one of your damage dealers in this fight by using Water Thrust nonstop.

Now, for this boss it does a couple of neat things. First is that she uses Soul Infusion, a move that permanently increases all her stats. You can't use Cleanse to get rid of it so don't bother trying. What you can do though, is use Armor Break and Leg Aim. You'll lower her stats and basically keep them normal. The second move is Third Eye. This move allows her to absorb all dmg. taken, absolutely everything. Use this time to heal up, restore TP and pilfer (you can get a Gold Nugget from her).

And that's pretty much it. A pretty straightforward boss besides those 2 moves mentioned above.

- **Fire Flower:** hits one character for around 35 dmg.
- **Blooming Fireworks:** hits all characters for around 30 dmg.
- **Soul Infusion:** increases all stats.
- **Third Eye:** allows her to absorb all dmg. taken.

Watch the scenes after the fight. I wonder if Daimbert is actually dead. I hope so. Anyway, during the scenes the quest will come to an end and we'll start the next one right away.



# Killing in the Rain

*In the Rainy City Tormund, unexpected events may trigger.*

## Fiorwoods

### Monsters

|                                                                                                 |        |         |                                   |                                                             |
|-------------------------------------------------------------------------------------------------|--------|---------|-----------------------------------|-------------------------------------------------------------|
|  Alpha Wolf    | Beast  | HP 850  | Strong to Earth,<br>Weak to Wind  | Bad Luck Charm<br>(Common)                                  |
|  Wolf          | Beast  | HP 500  | Strong to Earth,<br>Weak to Wind  | Bad Luck Charm<br>(Common)<br>Yak Grass Fiber<br>(Uncommon) |
|  Gazer        | Flying | HP 1600 | Strong to Earth,<br>Weak to Water | Gazing Eye<br>(Common)<br>Hard Shell (Rare)                 |
|  Vin         | Beast  | HP 700  | Strong to Wind,<br>Weak to Earth  | Mane (Common)<br>Horn (Rare)<br>Beast Pelt (Steal)          |
|  Forest Wurm | Dragon | HP 2000 | N/A                               | Dragon Spore<br>(Common)                                    |

### Loot and Materials

- Banana
- Branch
- Dahlia
- Dragonfly
- Garment
- Metal Frog
- Root
- Simple Leaf
- Spring
- Yellow Snail

As we start this quest we'll be back in the village and we tell the people what happened. They'll thank us for getting rid of him but we also meet another asshole, General Godfrey.

Enjoy the scenes as Glenn knocks him out (loved this!) and we'll transition to other characters that we've never met before. Enjoy!



## ! Reach Tormund

From where we regain control head north out of the village and back into Fiorwoods. Start by heading north and you'll see that the bridge is broken and there's a chest to the right. Hmm. Head west from here to find a boar-type enemy called **Vin**... me? Haha. They're not too difficult but there's a challenge in the Rewards Board where you need to fight them without entering Overdrive at all. You may want to do this at a later date. You would simply need to attack with one character and defend with the other 3 to keep the OD gauge from going up.

Anyway, you'll reach a fork where these Vins are. Follow the path south and check the southwestern corner to find a chest with **Antidote x2**.



Go north now back to the river and continue west into the next area.

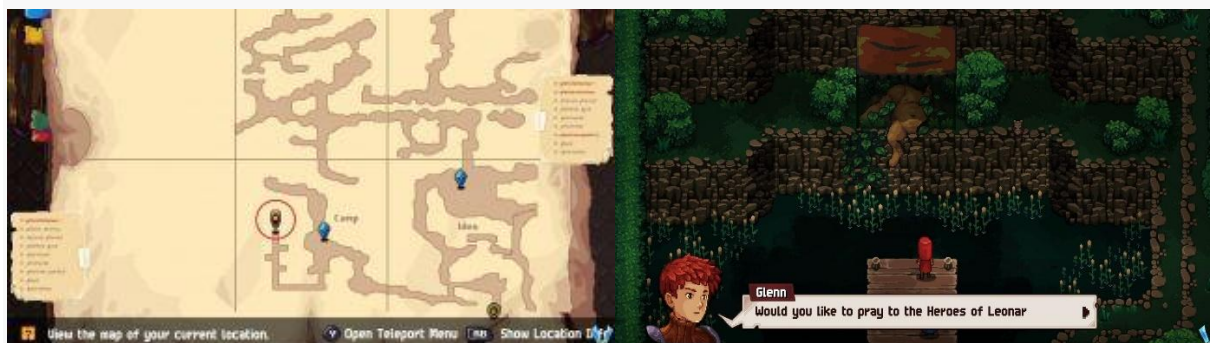
Proceed west here and south when you can. As you go south head west into the first little path you find a chest with **Silph's Fan x3**. Continue south into the next area where it looks to be a dead end. At the end you'll see that you can go south through the trees.



Go through to find a little hidden area with a chest that has **Shielded Mail** inside, a very nice upgrade for Glenn or Kylian. That's not it though, continue through this hidden path amongst the trees (going east) and when you'll exit you'll kind of recognize where we are. Remember that place near the entrance of the forest where the soldier wouldn't let us pass? Yeah, we're right behind him!

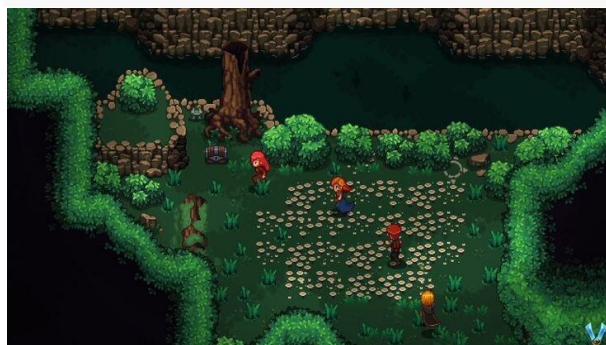
Follow the path to reach the Camp. There's a **fast travel crystal** here that you'll unlock automatically. Neat. You can go north first if you want to see that the path is blocked. The NPC here will tell us that it'll take him a while to clean up a path. Hmm, I guess we'll have to come back later... much later.

For now head south and follow the pier until you reach the end... a **Class Emblem Statue**. Awesome! It looks nothing like the other ones we've found though haha.



Here we're tested and we need to fight 3 Vins and a Gazer, the same that we fought in the mines during Victor's scenario. Overall not a hard fight. Focus on dealing with the Vins to thin out their numbers. Have Victor buff you and keep you healed while Glenn debuffs them and lower their attack. Using your Ultra Move with Glenn is best here to both do damage and lower all of their stats.

After the fight we'll get **Cardilo the Vampire**, the **Vampire Class Emblem**. This one is fantastic and I recommend you give it to Sienna. This one allows you to use skills that heal both your HP and TP. Of course it also drastically increases both. Sienna is a fierce character that does a ton of damage but her skills use a bunch of TP so being able to keep yourself topped up without the need of anyone else is great. Do be careful because this comes at a cost of using 5% of your HP to make your attacks stronger as well. Still I recommend it.

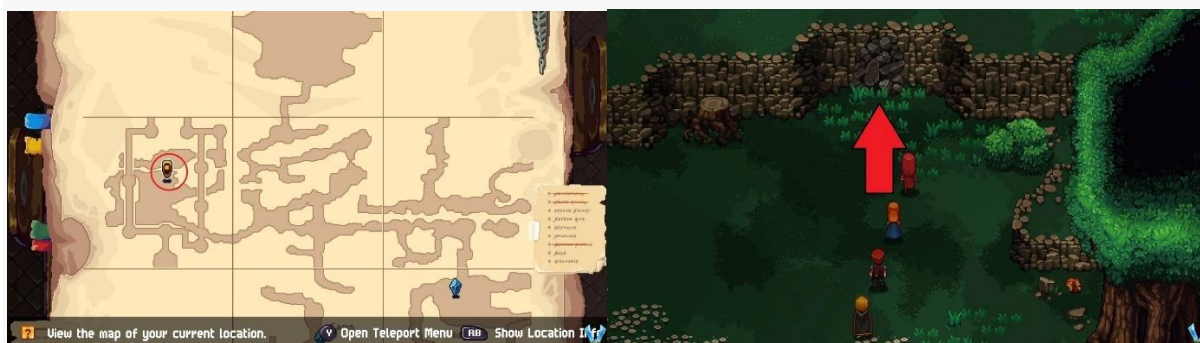


Return to the fork all the way north, the one before the secret passage. Fight off the Vins that attack and we have a 4 way fork here. Our objective is to the north so let's go west first. Kill the Gazer that fights you and go northwest to find a chest next to the river with **Debuff Overdrive x3**. You'll also spot a **buried treasure** mark to the right. We'll get that later.



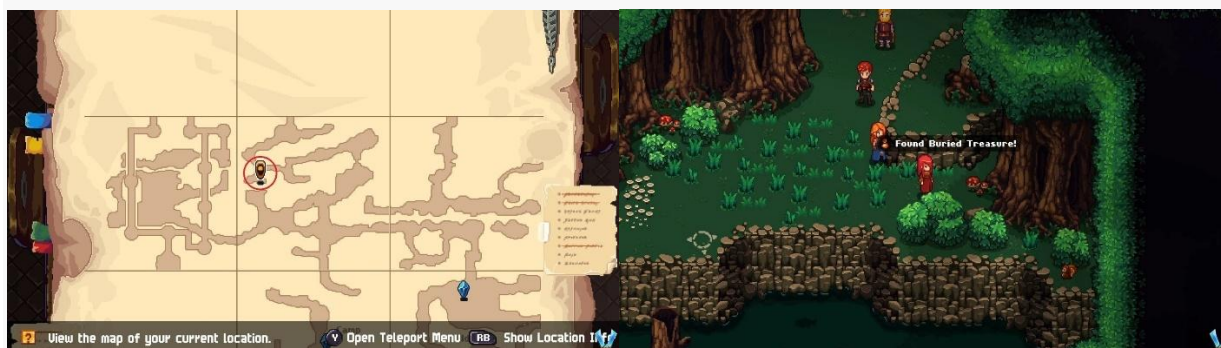
Return and go west now into the next area. We won't be here long. Make sure to save your game before you do anything. The enemies here will be nearly killing you in one hit. Yeah, we'll definitely explore this area later.

As you move deeper into the area you'll see a large enemy here, the **Forest Wyrms**. Like I said, these guys will absolutely wreck you. Instead head straight north (there's another Forest Wyrms on your right) and you'll be able to spot a **hidden cave** up here. Nice! This has a chest with **900a**.



Follow the wall west and you'll come across a chest with **Hard Shell x4**. And that's pretty much all we can do around here. We'll need to get much stronger so we can take out these Wyrms.

Return to the area to the east, then to the 4 way fork and go north then northeast. Climb the wall and follow the path west until you reach a fork on your map. To the south is a dead end with a little item so grab that if you want and then go west to another fork. Go south to find another **buried treasure** mark. Simply check the bush to the right to find **ATK Up**.



Head north now, kill the wolves when you reach them and head east to find a chest with **Bolas x2**. Head north now into the next area. We are now just outside the city.

Follow the path here and you'll reach an open area full of cutdown trees. As you go north you'll see a path going left. Check on the bottom of the screen for a passage amongst the tree stumps.



Follow this one around and open the chest at the end that has **Miranda Bolero**, an excellent upgrade for Sienna.

Return to where you took the hard to see passage and look north for another one of these passages. Follow it to find **219a** inside a chest.



Return to the fork on the main road and go directly east behind the small tree for yet another chest, this one with **Sweets x2**.





Now, right where the small tree is go north in between the ledges and go around this path to find a chest at the very end with **Angel Wing**.



Go back just a little bit and go right when possible to get one more chest (how many are in this place?), this one with **750a**.



Return to the fork in the main path and head north now to reach the city gates proper. From here there's not much more we can do. We can go west into the next area but there's a Forest Wym blocking our way. Going east from the city gates, we can't go this way just yet. Hmm. Oh well, not much more to do but to go into the city so go ahead and do just that.





## Tormund

### 9 Explore the city

After the scenes that play out and we'll eventually regain control of Glenn. Go ahead and leave your room and enter the bottom middle room for a chest with **Sacred Water**.

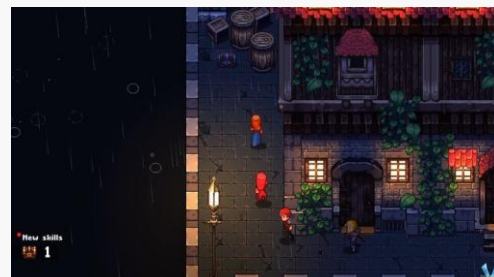


| ( Adventurer's Guild )    |        |                         |      |
|---------------------------|--------|-------------------------|------|
| - \$- USABLES - \$-       |        |                         |      |
| Snack                     | 100a   | Attack Overdrive        | 100a |
| Meal                      | 1,000a | Heal Overdrive          | 100a |
| Sweets                    | 200a   | Buff Overdrive          | 100a |
| Panacea                   | 50a    | Debuff Overdrive        | 100a |
| Eye Drops                 | 50a    | Utility Overdrive       | 100a |
| Alarm Clock               | 50a    | Magic Overdrive         | 100a |
| Antidote                  | 50a    | Oil Lamp                | 100a |
| Lozenge                   | 50a    | Waterbomb               | 100a |
| Sage                      | 50a    | Silph's Fan             | 100a |
| Angel Wing                | 400a   | Bolas                   | 100a |
| Repair Kit                | 600a   |                         |      |
| Exchange Parts            | 1,000a |                         |      |
| - \$- MATERIALS - \$-     |        |                         |      |
| Tin Ore                   | 100a   | Giant's Hide            | 500a |
| Iron Ore                  | 200a   | Demon Leather           | 600a |
| Silver Ore                | 400a   | Colossus Hide           | 700a |
| Gold Ore                  | 600a   | Titan Leather           | 800a |
| Platinum Ore              | 800a   | Ashen Bone              | 100a |
| Mythril Ore               | 1,000a | Horn                    | 400a |
| Orichalcum                | 1,200a | Weathered Bone          | 200a |
| Thin Hide                 | 100a   | Tough Rips              | 500a |
| Beast Pelt                | 200a   | Ancient Skull           | 600a |
| Thick Hide                | 400a   | Monster Fangs           | 700a |
| Devil's Head              | 800a   | Hard Shell              | 400a |
| Coconut Fiber             | 100a   | Elastic Wing            | 500a |
| Bamboo Fiber              | 200a   | Wyrm Carapace           | 600a |
| Jute Fiber                | 400a   | Adamantite              | 700a |
| Yak Grass Fiber           | 500a   | Rainbow Ore             | 800a |
| Fine Wool                 | 600a   | Emperor's Hide          | 900a |
| Rayon Fiber               | 700a   | Ancient Carcass         | 900a |
| Modal Fiber               | 800a   | Divine Wool             | 900a |
| Sterile Mucus             | 100a   | Blood Stone             | 900a |
| Long Feather              | 200a   |                         |      |
| ( Underground Merchants ) |        |                         |      |
| - \$- WEAPONS - \$-       |        | - \$- ARMOR - \$-       |      |
| Kopsis                    | 700a   | Metal Jerkin            | 700a |
| Shashlik                  | 700a   | Shielded Mail           | 700a |
| Recurve Bow               | 700a   | Miranda Bolero          | 700a |
| Espada Ropera             | 700a   | Shimmering Garb         | 700a |
| Ruby Amulet               | 700a   |                         |      |
| Wakizashi                 | 700a   |                         |      |
| Bidenhander               | 700a   |                         |      |
|                           |        | - \$- ACCESSORIES - \$- |      |
|                           |        | Herbal Collar           | 500a |
|                           |        | Comfy Scarf             | 500a |
|                           |        | Glasses                 | 500a |

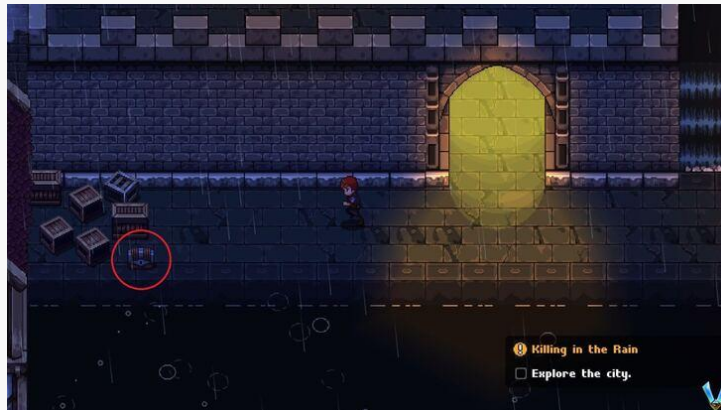
Go ahead and grab the sparkle from the upper left room and leave the inn. It is time to explore the city. There's nothing here in this area but let's go east and explore this side first. Follow the path here and you'll eventually see a door to the north. Go inside to reach the underground area. There's a lot to explore down here so let's get started.

Near the entrance you can find a shop that sells ores. I recommend you buy them all. To the right is an anvil we can use and a sparkle. Further right are more shops that you can make use of. They sell materials and would be good to buy if you need them. The expensive ones are of course, the rarer ones so check if you need any of them.

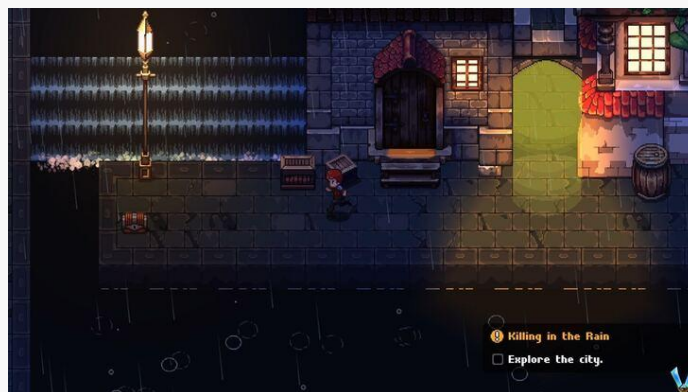
Head south from the anvil and at the fork you can go inside the house to the left. Do so to find an NPC inside. Talk to her if you wish but exit the house through the exit south of her and you'll be able to go left to find a chest with **Lozenge x4**.



Return to the underground through the house and head south until you exit the underground and you find a chest with **1500a**.



Return to the fork inside and go right across the bridge then go south. When the path goes right, note that you can continue going south past the barrels. This will take you back outside as well, with another chest, this one with **Herbal Collar**.



Head back inside and go right now. Follow the path north and you'll reach a pub of sorts. There's a sparkle here you can grab and some NPCs you can talk to. Continue north to find a chest with **Alarm Clock x3**. Talk to the NPC here and head back outside (through exit #1).

Once back outside go east into a fork. Go north from here and go inside the building to find... the **Adventurer's Guild**! Yeah we can finally become a member! Talk to the woman behind the counter and after a little talk we'll join the Adventurer's Guild. What are the perks of joining?

- Make use of their shop. They sell a bunch of different materials we can use to upgrade our stuff.
- Get info on how to find Unique Monsters.
- We get rewards for killing these Unique Monsters. Note that these Unique Monsters respawn but we'll only get the reward once.

Unless you need anything material to upgrade your weapons, don't buy anything yet. We'll be getting some upgrades later (in the next couple areas) so you might want to hold on to your materials for now.



But joining also means we can now talk to the other adventurers. Go ahead and talk to the ones in here if you want, but the one you want to talk to is the blue NPC on the right of the hallway at the entrance. He tells you about some "invisible bridges" in Kortara. Oh? I wonder where they are? He tells us there's one in the central area, and the other in the forest to the southeast. We'll be going there in a bit.



Leave the guild and go south now. You'll find a **fast travel crystal** but that's about it. there's not really much else here. Go ahead and return to the previous area to the west and you'll trigger a scene as you move where you see Kylian on a roof. Enjoy the scenes here.

Once you regain control head south to find a **fast travel crystal**. As you go south, go west when possible and as you go you'll see a house you can go into. Inside you can find an item above the chimney. Grab it, head back outside and go west and at the next fork you'll be able to spot a chest with **Shimmering Garb**.

Return to where you regained control after the scene with Kylian and head west to the main street of the city. Head south to find another **fast travel crystal** then head west to the next area where a scene between Lenne, Frederik, and their father takes place.

### ! Visit Lenne in the castle

Once you regain control head north and move to the northwestern building in the corner. There's a cemetery in the back and you'll be able to find a chest here as well with **Charm of the Learner**.



Return outside this building area and go south. Go around up the stairs towards the center of the area itself to find a chest with **Magician's Belt**. And with that return to the main street in the area to the east then head north until you enter the castle.



In here go north up the middle stairs then go north up here to trigger a scene with Robb. Go ahead and talk to him if you want, then go west from here and up the hallway. You'll see a door at the top you can go in. Enter and check the right side to find a chest with **Partisan** (great upgrade for Lenne. Continue north to find Lenne at the top. Several scenes will play here (some not so good) but we'll have Thraz joining us. It seems he and Victor know each other. Nice.

## ! Escape Taryn's soldiers

Well, it seems Frederik wants us dead. Dammit. Go ahead and take out the soldiers that block your way out. They are nothing special. They just attack or use Wide Slash to hit all party members.



After dealing with them leave the inn and head north to fight some more soldiers. Afterwards head east into the next area for even more soldiers to kill. Take them out and continue going east killing soldiers until you're cornered and a scene plays out. During this scene Lenne and Robb will join us once more... not like we had much of a choice. I'm glad to have them back. They're very useful.



But the quest will end here and the next one will start. The next one is actually quite long so brace yourself!

# The Kindreld Monastery

*The Grand Grimoire's origins are to be found in the Kindreld Monastery. The group is on their way.*

## Exploration

### Kortara Mountain Range

|                                                                                                      |       |         |                                  |                                                                  |
|------------------------------------------------------------------------------------------------------|-------|---------|----------------------------------|------------------------------------------------------------------|
| <br>Horn Lizard     | Beast | HP 600  | Strong to Earth,<br>Weak to Wind | Lizard Tail (Common)<br>Horn (Rare)<br>Weathered Bone<br>(Steal) |
| <br>Waterfly        | Beast | HP 800  | Strong to Water,<br>Weak to Wind | Water Orb (Common)                                               |
| <br>Titan Elemental | Ether | HP 1500 | Strong to Earth,<br>Weak to Wind | Earth Core (Common)                                              |

Before we continue, let's go explore a little bit. There's a couple things we can do before we continue.

Go ahead and fast travel to the crystal on the southern side of the region, the one right outside the caves. Follow the path going east and remember the paths that lead to the eastern area? We're going there now! That means go east from the crystal, go up the wall and follow the path until you reach the open area where you fight 3 Horn Lizards and the slope is to the south going down.

Go down the slope, south under the little stone bridge and now we can go east. **DO NOT** go west and south. This will only lead you to the checkpoint in Rohlan Fields and you'll need to fast travel back since they won't let you pass.

Once you reach the eastern area (which is the southeastern corner on the path, south of Rockbottom) go east at the initial fork and continue going west (you'll have to go north or south - follow either but continue east) and fight off the Waterfly enemies. From them you can go north for a little item, then go east and north for a couple more items if you wish.

Further east is another fork. Go south to find a chest at the end with **Monster Fangs x4**.

Go north to reach a 4 way fork. To the north is a canyon but there's one of those invisible bridges here. Go ahead and cross it.



Once you cross go west when possible and you'll fight a new enemy here, the **Titan Elemental**. It looks kind of creepy at first because you don't know what it is, but then it's meh haha. Of course this one uses earth elemental spells but isn't overly tough. I thought it was a boss at first but nah, just has a ton of HP.



After the fight you'll be in a fork. Go south first to find a different looking chest. Open it up to find **Evasion RAM**. Completely useless to us right now. I guess we'll need to find a Sky Armor first (I wonder when we're getting them!).



Return to the fork and head north now to fight another Titan Elemental with some Waterflies. From here we have 2 paths going west. Both are dead ends so go east and follow the eastern path branching here from the large open area to find another one of those gray metal chests. This one has a **Status Resist II RAM**, another useless one. Can't wait to get our Sky Armors so we can use these.



That's it for this area.



## 8 Rohlan Fields

Well not much to do here to be honest. From the crystal outside the city, remember that Adventurer we met near the lake to the west that was a complete ass to us and wouldn't talk to us because we weren't part of the Guild? Well he'll talk to us now but he only tells us about Leaping the Frog, which we should've already taken care of.

What we can do is take down the huge **Tak the Yak**. He's still tough but nothing to how he was when we first saw him.



It's not really a boss fight but the same strat you've used against them still applies to him. He has no weaknesses or strenghts so use Lenne's strongest spell. Sienna should use X-Slash to cause Bleed then sticking to Kesa Giri for massive damage. Don't forget to steal as well. If you gave her the Vampire Class Emblem then she'll be able to self support herself. Just remember that Life Sucker costs TP so don't let it catch you by surprise.

Victor can buff the party (both offensively and defensively) and keep the party healed with Heal All (if he has the Cleric Class Emblem that is). Kylian is great to slow the boss down and to really heal up a single party member if they require it. He doesn't really have that much use in this fight due to the lack of single target moves (unless you learned his only single target skill (which I didn't)).

Glenn as per usual is our power house and support. Having Armor and Arms Break is fantastic to lower defenses and attacks. Cross Slash is just as deadly and you can keep Victor's TP up with Lend Energy. Giving him "Restrain" is also great because he can REALLY lower the OD gauge. And lastly Ba'Thraz and Robb. Robb as per usual I mostly use him to Poison and Paralyze the enemy, to place traps and a bot to lower OD gauge (although it doesn't always work). Ba'Thraz not so good in this fight since he's especially good for multi-target fights (very similar to Kylian).

As for attacks, his normal attack hits for around 40 dmg. to one character while Stomp hits for around 45-60 dmg. to the hole team. Definitely his deadliest attack.

And that's about all we can do. Next exploration time will most likely be when we have our Sky Armor. For now return to the crystal outside Tormund (in the Fiorwoods)

# Fiorwoods

## Monsters

|                                                                                               |        |         |                                   |                                                             |
|-----------------------------------------------------------------------------------------------|--------|---------|-----------------------------------|-------------------------------------------------------------|
|  Alpha Wolf  | Beast  | HP 850  | Strong to Earth,<br>Weak to Wind  | Bad Luck Charm<br>(Common)                                  |
|  Wolf        | Beast  | HP 500  | Strong to Earth,<br>Weak to Wind  | Bad Luck Charm<br>(Common)<br>Yak Grass Fiber<br>(Uncommon) |
|  Gazer       | Flying | HP 1600 | Strong to Earth,<br>Weak to Water | Gazing Eye<br>(Common)<br>Hard Shell (Rare)                 |
|  Vin         | Beast  | HP 700  | Strong to Wind,<br>Weak to Earth  | Mane (Common)<br>Horn (Rare)<br>Beast Pelt (Steal)          |
|  Forest Wyrn | Dragon | HP 2000 | N/A                               | Dragon Spore<br>(Common)                                    |
|  Pookie      | Undead | HP 700  | N/A                               | Crystal Tear (Uncommon)                                     |

## Loot and Materials

- Banana
- Branch
- Dahlia
- Dragonfly
- Garment
- Metal Frog
- Root
- Simple Leaf
- Spring
- Yellow Snail

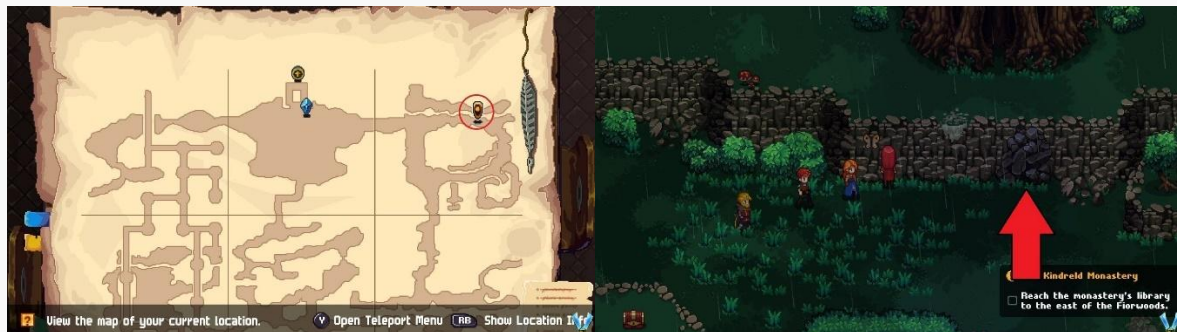
## ! Reach the monastery's library to the east of the Fiorwoods

Once back in the Fiorwoods head east into the next area.

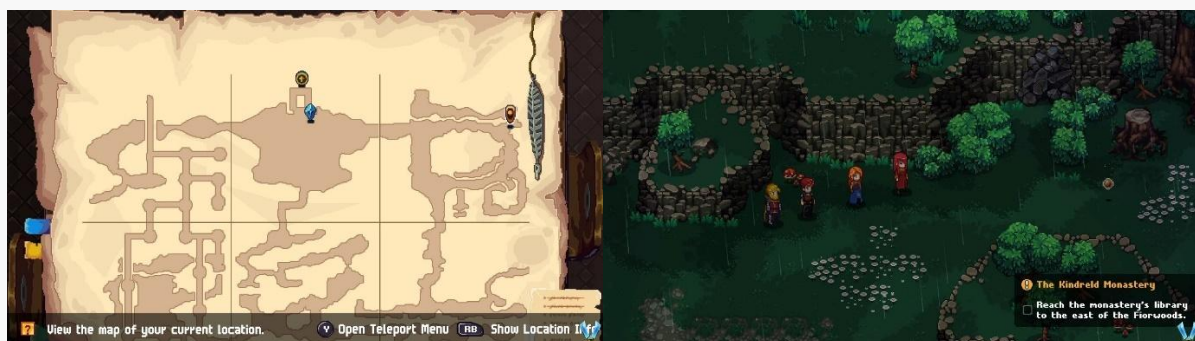
From the entrance we'll have a fork. They both connect to the path going south so let's take the east path, the long way around. There are goodies to find I promise. As you go you'll find some Vins with a new enemy, the **Pookie**. These teddy bears mostly buff other enemies they're with so be careful and take them out first.



As you go you'll see a chest to the south we can't get just yet. Just past it though is a **secret cave** to the northeast. Inside you can find **Spear Master Crystal**.



Go east a little bit... to find a second **hidden cave**. Wow. Why next to each other? Oh well. Inside you can find **2100a**. This is the last one!



Head back outside and head south now. In the southeastern corner you'll see a check on a higher ledge and a wall near it you can climb. Go up the wall and go around the area to reach the chest with **Long Feather x2**.

Head back down and go west to the fork, then head south. Keep an eye on the right for a hidden path amongst the trees.



Go up the wall, cross the bridge and go right. Follow this path and at the end is another hidden path amongst the trees. This hidden path, however, has a fork in the path. To the left is a chest



with **Adventurer's Vest** (AMAZING upgrade for Sienna) and to the north is a chest with **Shaman's Robe**, another AMAZING upgrade for either Victor or Ba'Thraz.

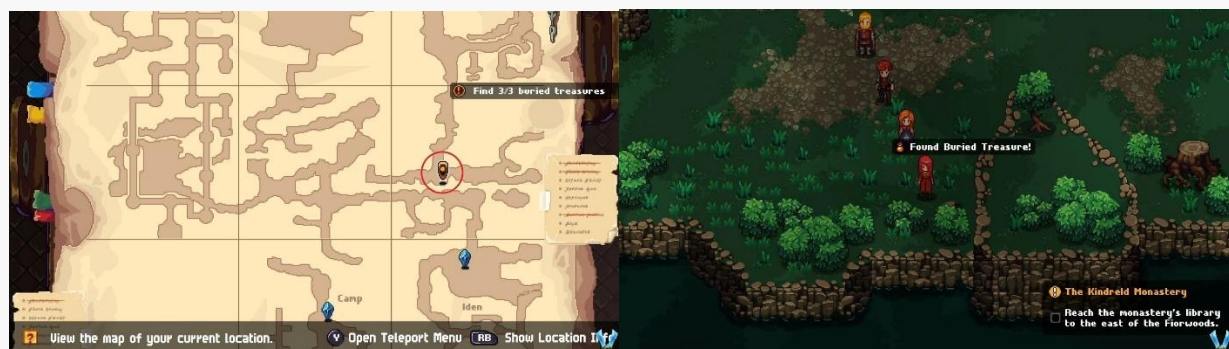


Return back to where we took the first hidden passage and continue south into the next area.

Follow the path south here and keep an eye on the left for some yellow flowers on the ground. There's a hidden path behind them.



The path goes north and south. To the north is a chest with **Tin Ore x4** and to the south is a chest with **Horn x2**. Return and continue south until you hit a **buried treasure** mark. Walk southeast of this mark to find the **buried treasure**, which is a **Counter Mag Up Crystal**. This should be your last one as well.



Go west now to find a chest at the end with **Angel Wing x2**, then continue going east. Kill the Vins and Pookie and at the fork you'll want to go across the southeastern bridge to find a chest with **560a**. Return back across the bridge and go right for another chest with **Sage x3**.

Now simply head north now until you exit the Fiorwoods and enter the next area, **Perpetua Flower Fields**.

## Perpetua Flower Fields

### Monsters

|                                                                                             |       |         |                                  |                                                                                             |
|---------------------------------------------------------------------------------------------|-------|---------|----------------------------------|---------------------------------------------------------------------------------------------|
|  King Owl  | Ether | HP 1000 | Strong to Light,<br>Weak to Dark | Old Bark (Common)<br>Giant's Hide (Uncommon)<br>Long Feather (Rare)<br>Long Feather (Steal) |
|  Scorpion  | Ether | HP 1200 | N/A                              | Stinger (Common)<br>Tough Rips (Uncommon)<br>Gold Ore (Steal)                               |
|  Spore Man | Plant | HP 1000 | N/A                              | Carrot Nose (Common)<br>Jute Fiber (Uncommon)                                               |

### Loot and Materials

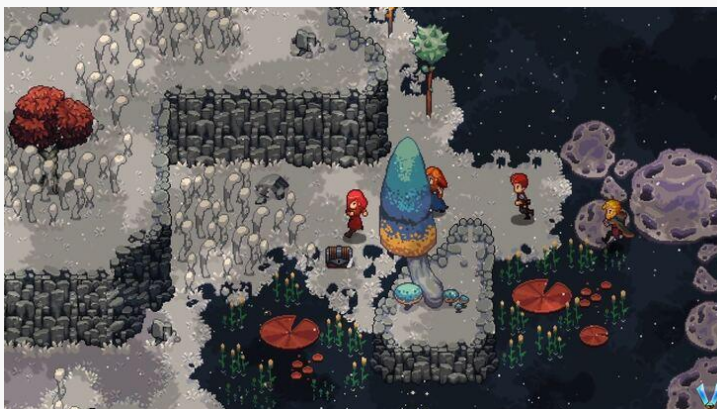
- Blue Plate
- Creepy Mask
- Cricket
- Lost Badge
- Mushbroom
- Perpetuan Lemon
- Stinky Powder
- Thin Wire
- Tulip
- Water



### 9 Reach the monastery's library to the east of the Fiorwoods

After the initial scenes, I highly suggest you equip any Herbal Collars you have (and equip Poison Resistance if you got it). Some enemies here will poison you and poison is horrible and deadly.

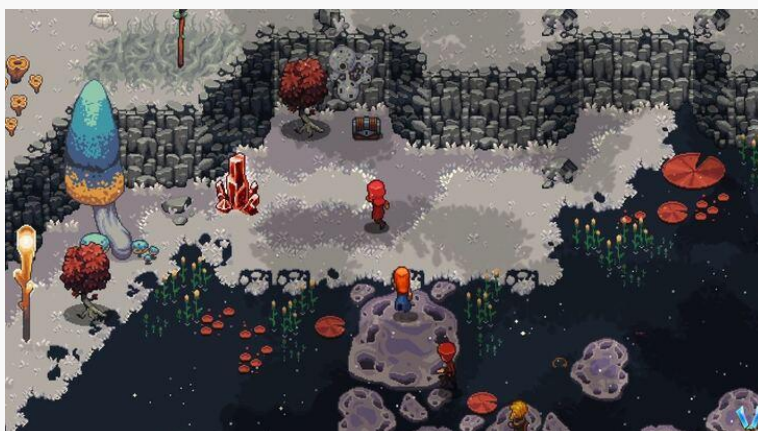
From where we start head east and onto the wooden bridge. You'll see to the north is a large purple platform. These are mushrooms and you'll be using them to move around the area. They will create several bridges so keep an eye out for them. Start by taking this mushroom path north to find a chest with **Yak Grass Fiber x2** inside.



Follow the wooden bridge south now to reach a larger area. There's a gap to the east we can jump over BUT before you do follow the mushroom path to the south around to reach a larger area with a new enemy, the **Sporeman**. These guys aren't so bad in terms of damage but they can poison you. In this fight I actually got 2 of the new challenges for this area: win the encounter without using healing skills and win without letting the enemy take more than 4 actions. Pretty easy.



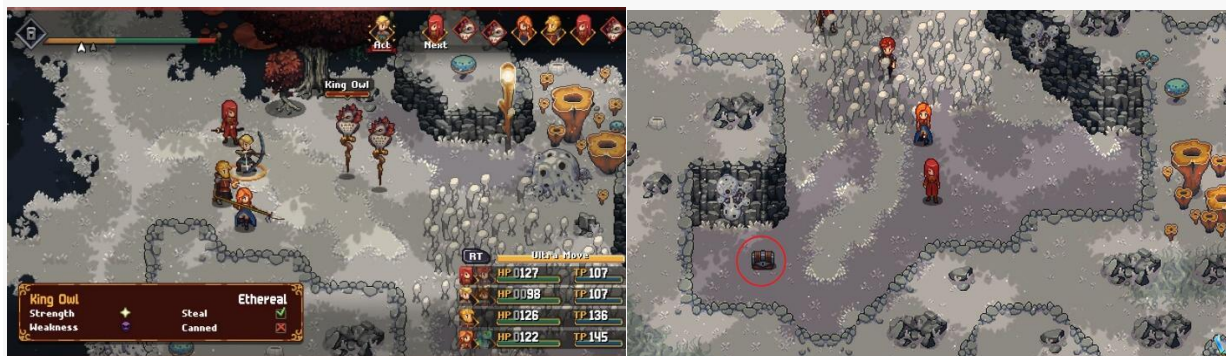
From this area head northwest across the mushroom path to find a chest with **HP Up Crystal** and a **crystal source**.



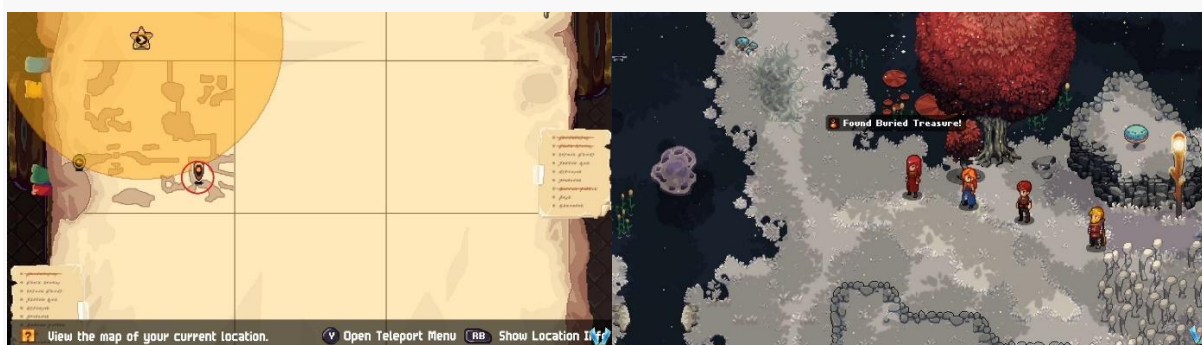


Return to the larger area and jump across the gap to the east now to find yet another new enemy, the **King Owl**. These guys are a bit more dangerous. They have an attack called Wind Trap that can hit twice for around 40 dmg. IN Overdrive. It can hit the same character or different ones.

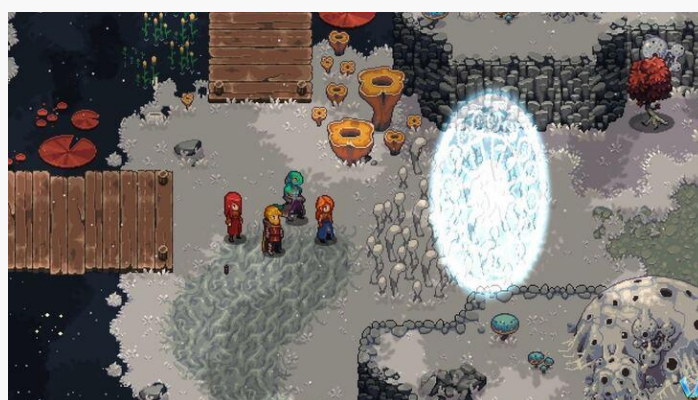
After the fight head east to find a chest at the end with **Gold Ore**.



Return to the fork and BEFORE you go north, check the area around the tree to find a **buried treasure**, this one with **Brigandine**. I was just mashing  and I got it haha.



Go north now to the other part of the wooden bridge and a scene will play. It seems something or someone placed a barrier here to prevent us from going forward. Uh oh.



## Find a way to destroy the barrier

From here go south and into the next area just to find a chest with **Thick Hide x3**. Return and head north up the bridge to reach an open area where you'll unlock a **fast travel crystal**. These make me happy haha.

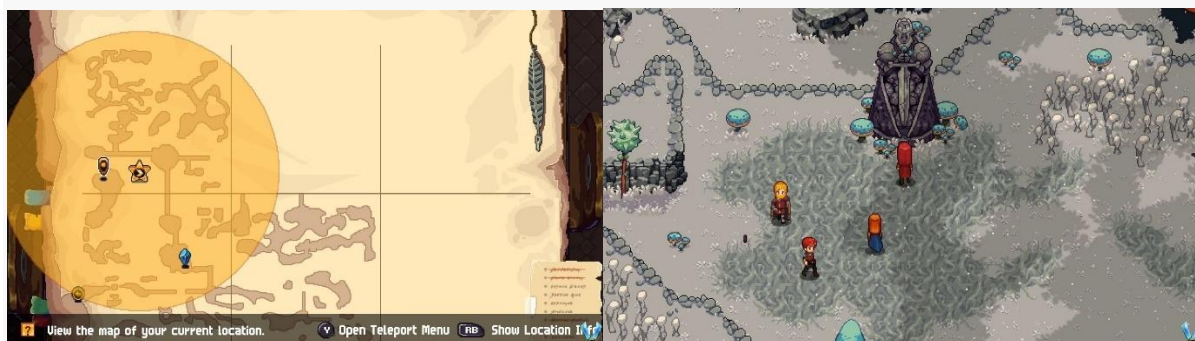
Head north from here and halfway across the wooden bridge you'll see a mushroom path going west.



Follow this path until you reach land with a **crystal source**. From here go south following the edge of the island and go up the wall when possible. Up here grab the **crystal source** to the southwest then go northwest. Jump across the gaps when you reach them and up ahead we'll have the nastiest enemy in this place, the **Scorpion**. These guys LOVE to poison you so try to heal that. They are the reason why I recommend you equip the Herbal Collars/Poison Resistance. They also hit pretty hard when you're not in OD (or your Overheating) so be extremely careful.



After the fight head north into the next area where you'll find a **Class Emblem Statue**. Of course, to get it we'll need to prove ourselves.





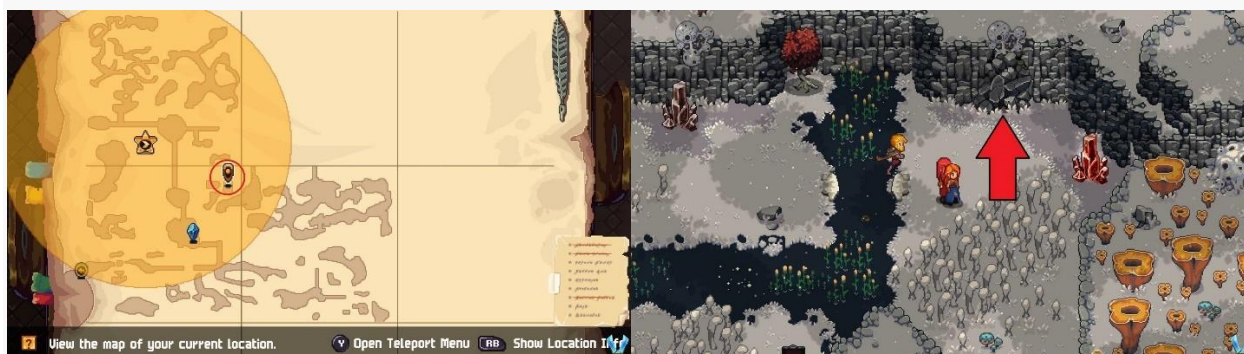
For this fight we have a pair of Scorpions and a pair of King Owls. I uh... hate this fight. First off, the Scorpions poison. I hope you heeded my recommendation or equipping the Herbal Collars. At this point you should have 2 at least (at least I did) which will help out big time. Their attacks also hit hard but the Poison is their worst thing. The King Owls on the other hand, they can use a fire attack that hits all the party. This one can ABSOLUTELY wreck you, especially if you're poisoned.

I suggest you focus on killing the Owls first. I left them for last and I barely made it. Focus on ONE target at a time. You have to lower the number of enemies ASAP. Using Glenn's Ultra Move to lower their attack and defenses is great and you should definitely do it. Also, something to keep in mind is your OD gauge. Don't let it go past the halfway mark because if they get 4 turns in a row you'll go into Overheat, increasing damage taken and TP cost. Never a nice thing.

After the fight we'll get **Renia the Shaman**, the **Shaman Class Emblem**. This one is interesting as it gives the character that equips it a huge boost in TP, MAG, and MND, gives you a Water and Earth spell, even increases MAG and gives you +5 TP when you normal attack. Who could this be good for? Well, it would be great for Victor but he's my buffer/healer so I'm not giving it to him. I personally gave it to Lenne. Although she already has a water spell, she'll now have an earth one as well. The increase in both TP and MAG is also a very good addition to her kit. But again, completely up to you who you wanna give it to. Ba'Thraz is another good prospect.



Fast travel back to the crystal, head north PAST the bridge this time and you'll see two mushrooms paths to the east. Follow the bottom path to find a chest with **Meal x2**. Return and follow the upper path for a **crystal source**. Jump across the gap for a second **crystal source** and to the north is our first **hidden cave**. Inside you can find **2399a**.



Return and head north now into the next area.



From the open area up ahead go west past the Scorpions and west again at the fork and open the chest with **Herbal Collar**. Just what we needed, huh?



Head north now to reach an abandoned camp with tons of claw marks. Dangerous. There's an anvil here so make use of it if you need to. From the northern exit head north to what looks like an open area with a bunch of yellow little tree thingies. Go northwest from here to reach a chest with **Giant's Hide x2**.



Go southwest, kill some King Owls and make your way north. Go up the wall when you reach it, jump down and go right to trigger some scenes. You just KNOW we're going to fight that thing later on, huh?

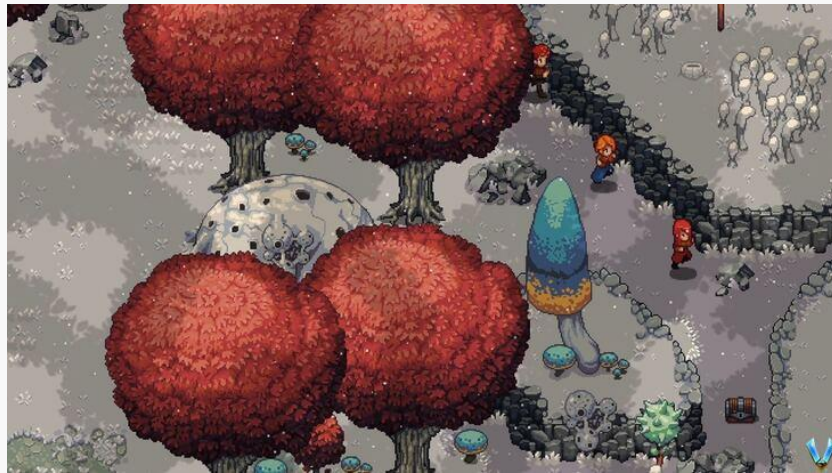
When you regain control check the sparkle nearby to get some sort of liquid. What could it be? Well, with this liquid we'll now need to make use of the fungus around this area.



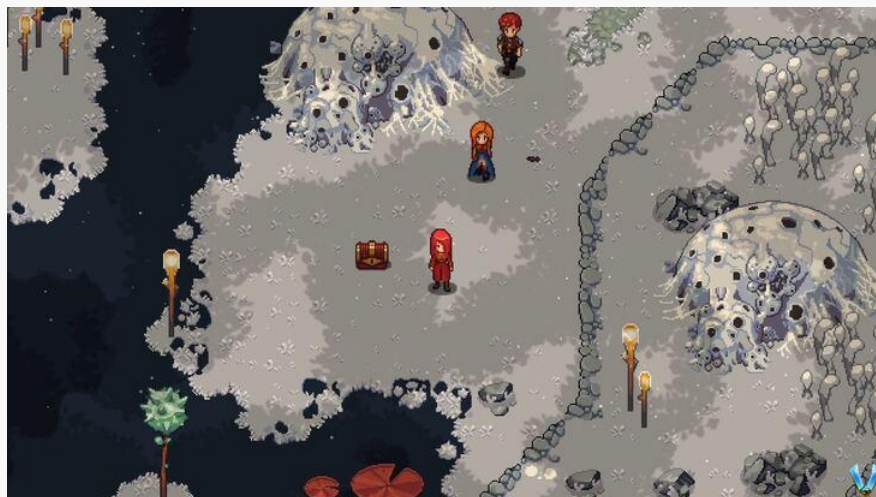
Placing some of the liquid on these will create mushroom paths so we can access new areas. That's a neat idea. Once you do it here follow the mushroom path to get back to the yellow tree thingies. Head back south to the camp, past the camp onto the wooden bridge and follow it east. Go to the open area where the Scorpions were and on the northern side is a fungus. Place some liquid on it to create a path next to you. Follow this path north to find a chest with **Meal x2** and a **crystal source**.

Return to the open area and go east to another wooden bridge. Go south from here until you reach another fungus. Place more liquid on it and at first it seems like nothing happened. Head back north to the wooden bridge to see a mushroom path going north. Follow it to a large open area. Kill the enemies then head north following the path on the right first to find a **crystal source**.

From here though you'll want to go southeast sticking to the right wall to find a very sneaky chest with **Gold Ore**.



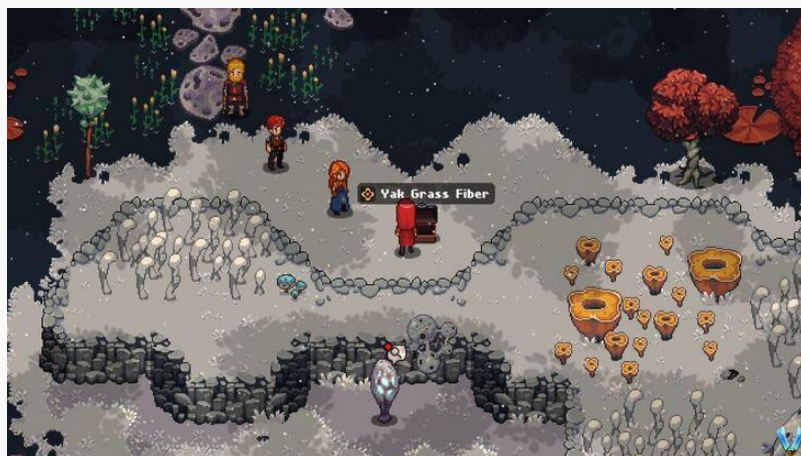
Return to the previous fork and now follow the path on the left, then west at the next fork to reach a chest that has **Glasses**.



Return and go northeast to find a pair of **crystal sources**. Return to where the enemies were and go southeast to find a chest with **Angel Wing x3**. Fast travel back to the crystal and from here head back south to where the barrier was and go east into the next area.

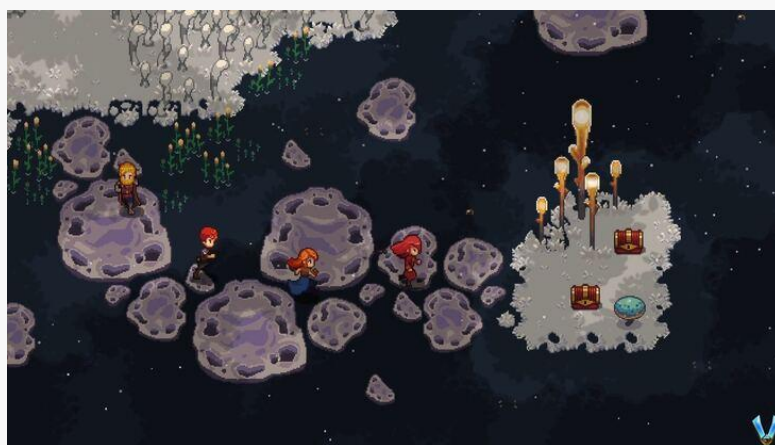
Go east here and place liquid on the fungus to create a mushroom path behind you. Follow it to reach a larger area with 3 Scorpions. I hate these things. Past them is a fork. Go east first and follow this path until you reach a fungus. Place some liquid to create a mushroom path. Head back to the fork, go north and you'll reach another little isle with a fungus. Place some liquid to create another mushroom path... somewhere.

Return to the bridge and you'll see another mushroom path going northeast. Follow it, kill the enemies if you want and follow the isle as it goes south. Place some liquid on the fungus and cross the water to get to a chest with **Yak Grass Fiber**.



Do you see the fungus to the south, on the other side of the rocks? We need to go there. Return back to the wooden bridge (the one that you can see to the left here) and once on the bridge follow the mushroom path southeast and put some liquid on the fungus. Place some liquid on the fungus to the south that you can now reach and this creates another bridge... there's A LOT of these.

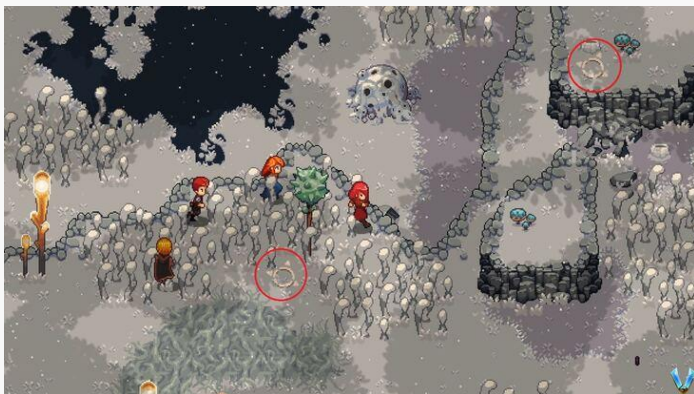
Return to where you fought the Scorpions to the west and there'll be a path to the south that leads to a pair of chests, these have **Estoc** and **Silver Sword**, excellent upgrades for Victor and Glenn.



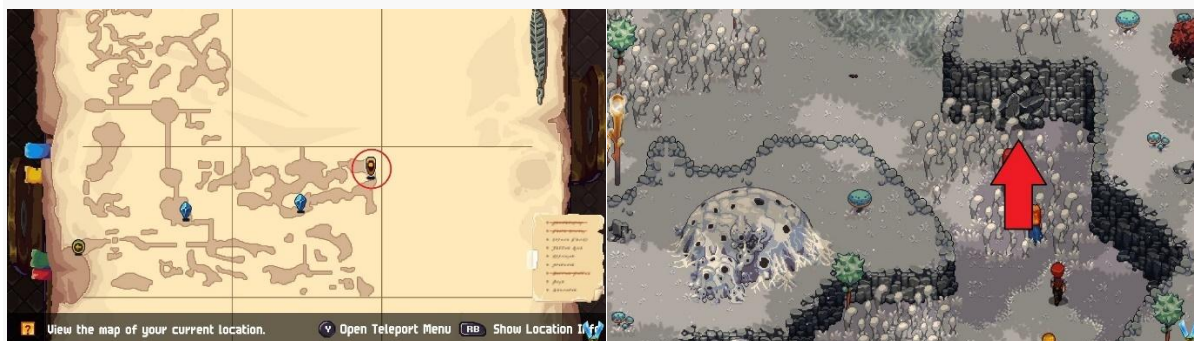
Head back northeast to the wooden bridge, go north and follow the right mushroom path. There's now a mushroom path going northwest. Follow it to discover a **fast travel crystal** and a merchant... what is he doing here? There's also an anvil so upgrade all the weapons we've been getting if you can.



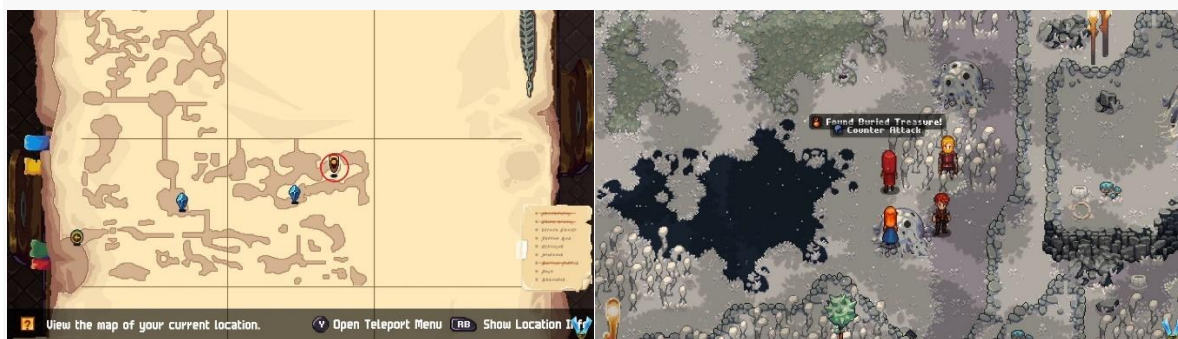
From the merchant go west and west at the fork past the yellow trees thingies to find a chest with **Angel Wing x2**, then go northwest from the fork to find a **crystal source**. Return to the merchant and go east and up the slope when you reach it. As you continue east you'll spot a **buried treasure** marker on the ground near the spiky tree. We'll get it in a bit. You can actually spot the second marking nearby as well.



Go south when possible and open the chest for **Tough Rips x3**. Return and go north and you'll spot a **hidden cave** on the right. You can find **Undead Killer Crystal** inside.



Back outside, left of the cave is a **crystal source** and further west is a slope going down. Go directly south and examine the clump next to the water to find the **buried treasure**. This one has **Counter Attack Crystal**.



From here prepare yourself, save your game, and go west to the open area to trigger a scene and then a boss fight!



This boss took me by surprise. We knew we were going to be fighting her (it), but I didn't think it was HERE! I also didn't expect to have 2 targets! Oh well, let's get started!

As per usual, let's start with party composition and what each member should be doing. As per usual, Glenn is our main debuffer. Have him prioritize lowering both target's attacks and defenses. This always makes life easier. If you have Restrain on you, bring that to keep your OD gauge at bay. Always prioritize your gauge over inflicting damage. If you don't need to debuff an enemy, you know Cross Slash is as broken and crazy good as ever. Remember to also use Lend Energy if you ever need to. Also make sure, once you're in OD to use your Ultra Move with him to lower the boss' stats and do tons of damage.

Victor is another of my vital party members. Having him buffing my party's attacks and defenses is a must to make any battle easier, and if you have them leveled up they'll last for like 8 turns each buff, allowing you to heal the party and even attacking if you so wish to do so. Or use items to keep your TP up. For Sienna, the usual: Pilfer the boss then stick to using X-Slash to make the boss bleed (use this on one target at a time only), then use Kesa Giri/Petal Storm. If you gave her the Vampire Class Emblem she'll be able to sustain herself throughout the fight.

A character that you can swap out in this fight is Lenne. She still does crazy good damage thanks to her attacks being magic based, but you can swap her out for Sienna (read above) or even Ba'Thraz (read below). IF not, you can have her focus on using her strongest single target spell on the boss.

So for the bosses, note that both the Puppeteer and the Puppet are weak against Light, and we finally have Light attacks. Ba'Thraz has 2 skills that have this element: Light Claymore and Light Sword. Since we want to focus on taking out one of the bosses first, stick to using Light Sword. It's stronger against a single target and uses less TP.

So for the fight I suggest you deal with the Puppet first, which is the angel. Has much less HP and will go down faster. Also, make sure to equip those Herbal Collars before coming into the fight. The boss has a move (read below) that inflicts poison on the entire party. This is 20 dmg. per turn for each party member. Horrible. He rarely uses it but something you can do that's very neat is use



Robb's Ultra Move. This cures all status ailments from the party, including Paralyze and Doom (that the boss can also inflict).

This boss has a VERY unique move, and that's Twisting Wind. This scrambles the OD gauge, making the OD and the OH segments all screwed up. I don't know if this is random but be EXTREMELY careful. You definitely want to play around your gauge throughout the rest of the fight because being overheated can make or break a fight in a matter of a handful of turns.



- **Puppeteer**

- **Dark**: hits a party member for around 50 dark dmg.
- **Poison Wind**: inflicts poison on all party members that last 2 turns.
- **Doom**: inflicts doom on a character, killing them in 2 turns if not healed.

- **Puppet**

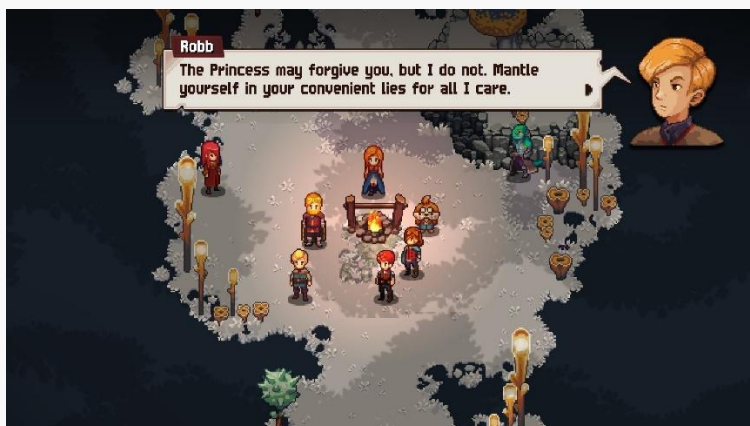
- **Paralyze**: paralyzes a party member for 2 turns.
- **Blinding Light**: hits all party members for around 30 dmg.
- **Twisting Wind**: scrambles the OD gauge.

After the fight head north into the forest. Follow this path and at the fork go west first to be back outside. Go south out here and grab the **crystal source** to the south. Go west into the next area where we can spot a chest under a tree with **Chain Mail** inside, nice upgrade for Glenn or Kylian.





Return to the fork inside the woods and follow the left northern path. This leads to 4 random items. Nice! Return and follow the northeastern path now until a scene plays where we set up camp. Enjoy the scenes.



Once you regain control go north and west when possible for a **crystal source**. After that, however, simply head north until you reach the next area!

## Leviathan's Trench

### Monsters

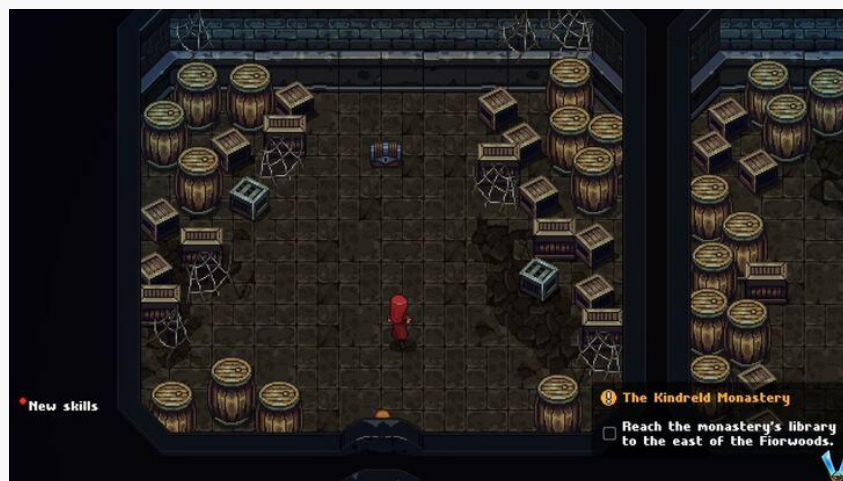
|                                                                                                         |         |         |                                  |                               |
|---------------------------------------------------------------------------------------------------------|---------|---------|----------------------------------|-------------------------------|
| <br>Red Wine Djinn   | Ether   | HP 1300 | Strong to Fire,<br>Weak to Water | Red Wine Bottle<br>(Common)   |
| <br>Seahorse Knight  | Aquatic | HP 1200 | Strong to Water,<br>Weak to Wind | Old Puppet<br>(Common)        |
| <br>White Wine Djinn | Ether   | HP 1300 | Strong to Water,<br>Weak to Fire | White Wine Bottle<br>(Common) |

### ! Reach the monastery's library to the east of the Fiorwoods

This is a very straightforward area with lots of thin passages. Follow the tunnel south ignoring the branching paths until you trigger a fight against a new enemy, the **Red Wine Djinn**. Very creative enemies! This is an easy enemy that uses fire spells. OF course there'll also be a White Wine Djinn deeper in the dungeon that uses water spells. Love it.



From here go further south and jump across the gaps and once past the wooden bridges going north, grab the **crystal source** after killing the Djinnns and go north to find what looks like several storage rooms. Enter the northwestern one to find a chest with **799a**.

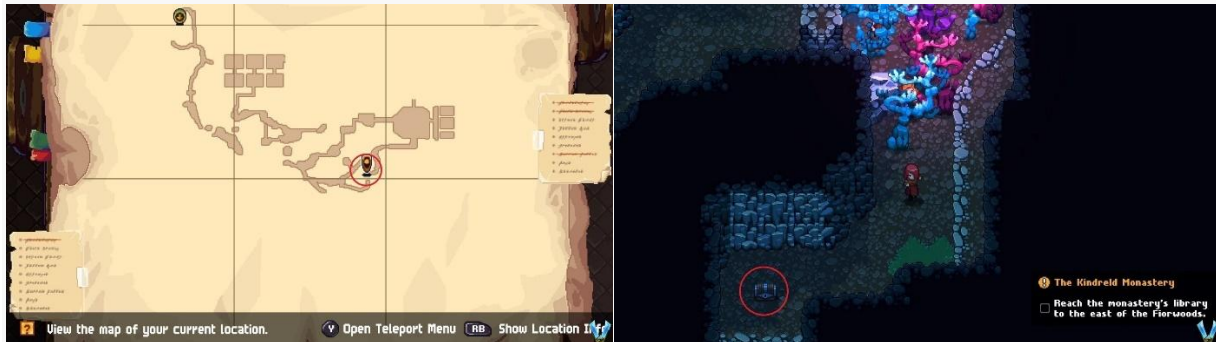


The northern middle one has an anvil for you to use and the northeastern one is locked. This is our shortcut on the way back. Return to the fork outside this area and head east now to reach a fork. They both connect at the end but go east all the way past the Djinn enemies and across the bridge to find a chest with **Silver Ore x3**.

Return to where you fought the Djinn and go south across the little isle. Here keep your eyes on the bottom of the screen to find a bunch of colorful coral. You can go south here.



As you go through check the southern branching path for a chest with **Gold Ore x2** then continue east. At the next fork follow the upper path (bottom is a dead end) then the left little alcove for a pair of **crystal sources**. Grab these then continue on until you find some more coral on your right where you can go south through it. This leads to a chest with a **Sacred Water**. This is always welcome! We just now need more Class Emblems haha.



Head north now until you reach the large open area. The path going west leads back to the main path but there's nothing for us so check the rooms on the eastern side of the room to find a chest with **Shaman's Robe**.

Head north from the large room and immediately go right to find 3 **crystal sources**. Continue west and go south through the coral to find **Flatbow** inside a chest, nice upgrade for Robb.



Continue west to reach a fork. They lead to the same path but you'll have to fight some Seahorses if you follow the bottom path. Ignore it if you so wish and follow the upper path. Kill the Seahorse and the Djinnns and afterwards you'll see we can jump across the gap to the north, and the one to the west. Go west first so you reach the area with the tons of rooms. Remember that door that was previously locked? Go ahead and unlock it. That's about it for here. Like I said, we'll be coming through here a bit later. For now return and now head north across the gap. From here save your game, prepare yourself then simply follow the path until a scene plays out then we'll be in a boss fight!





## BOSS FIGHT: GIN



After the Puppeteer boss, this one feels a bit more like a joke. It's a super simple fight with a few new tricks, which are real nice.

Let's of course, start with our party's duties. Our strategy here doesn't change much from our fight against the Puppeteer. Have Glenn stick to his debuffing of the boss while using Cross Slash to inflict a bunch of damage. Sienna can also do what she does best: use Kesa Giri until she can use Petal Storm, and also use X-Slash to make the boss bleed. Victor as well can stick to buffing the party and healing.

Ba'Thraz in this fight is alright. Nothing crazy good about him this time, nor from Robb or Kylian. The one that's super important in this fight is Lenne. Lenne and her spells are a must this time around.

The reason why Lenne is so important is because the boss shifts color and element when you attack it with the element he's currently weak against. This will change throughout the fight so check the list below for his color and weakness:

- **Red:** weak to water
- **Blue:** weak to wind
- **Green:** weak to earth

As you can see, each time he changes color so too does his weakness, and this weakness you want to exploit. The reason for this is because each of his attacks hit all party members and inflicts res down for that element, meaning that if you let him attack you with the same element twice in a row, the second attack will deal TONS of damage so you'll want to be very careful.

Besides that, this boss doesn't really do much. More of a gimmick fight than anything. Won't take you long to complete.

- **Fire:** hits party for around 35 dmg. and inflicts Fire Res Down.
- **Water:** hits party for around 35 dmg. and inflicts Water Res Down.
- **Wind:** hits party for around 35 dmg. and inflicts Wind Res Down.

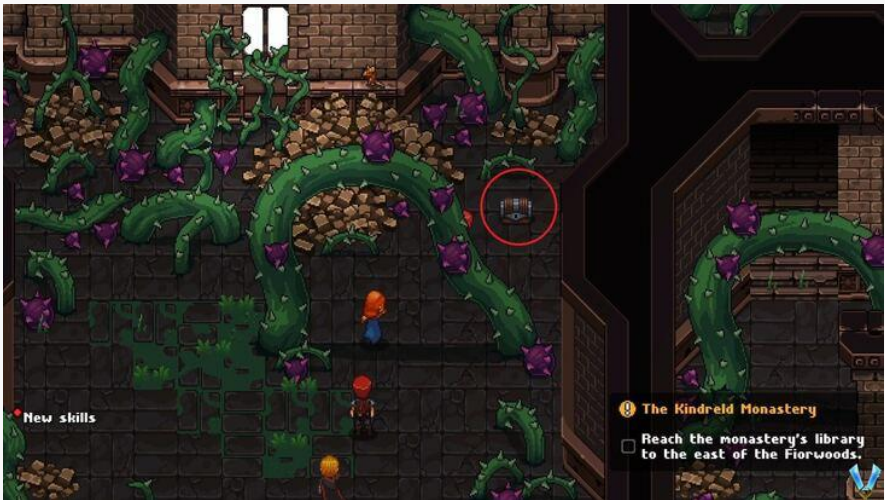
After the fight we'll have several scenes where we'll reach our destination but these bandits have been following us. They are very dislikable. After all the scenes we'll be in...



## Kindreld Monastery

From where we're left off head west to find a merchant... how did he get here before us? During the Gin fight? Oh well. Head up the stairs next to him and up here go right and up to find a chest with **Meal x2**.

| KINDRELD MONASTERY - MERCHANT |               |        |
|-------------------------------|---------------|--------|
| - \$ -                        | USABLES       | - \$ - |
|                               | Snack         | - 100a |
|                               | Sweets        | - 200a |
|                               | Panacea       | - 50a  |
|                               | Antidote      | - 50a  |
|                               | Eye Drops     | - 50a  |
|                               | Alarm Clock   | - 50a  |
|                               | Lozenge       | - 50a  |
|                               | Sage          | - 50a  |
|                               | Angel Wing    | - 400a |
| - \$ -                        | MATERIALS     | - \$ - |
|                               | Tin Ore       | - 100a |
|                               | Thin Hide     | - 100a |
|                               | Ashen Bone    | - 100a |
|                               | Coconut Fiber | - 100a |
|                               | Iron Ore      | - 200a |
|                               | Beast Pelt    | - 200a |
|                               | Bamboo Fiber  | - 200a |



Head back down to the hallway and go right. Here go south to be back outside. Go left to find a lone red chest with **Jade Amulet**, an upgrade for Ba'Thraz. Head back inside and immediately go right and into the first room to the north. Follow the path in here to reach a chest with **Brigandine**.



Return and go right to a hallway. Follow it south for a chest with **Paralyze Hit Crystal** then north for a chest with **Hard Shell**.

Return to the large area and now we can go north. You'll see we have a door in the middle and a pair of staircases. Go up either of the staircases and go up a second staircase out here to reach an **Class Emblem Statue**. Time to prove ourselves.



This fight is, honestly, MUCH easier than the one against the Scorpions so if you had an easy time in that fight then you're in luck here. We're up against a pair of Seahorse Knights then a Red and White Wine Djinn. Take out the Djinn first as their magic can be very dangerous under the right circumstances. Focus on one and the fight will be incredibly easier once one of them is dead. Afterwards, the Seahorse Knights are all that's left and they're pretty easy on their own.



After the fight we'll get **Olivian the Monk**, the **Monk Class Emblem**. This actually a pretty good Class Emblem. Out of the ones we currently have it gives the biggest boost in HP and it also gives a bunch of speed. Sadly it doesn't gives any boost in attacks or defenses, but we have what we need.



The Monk can do a couple of things too. It has a skill that allows you to buff your party's agility by a whopping 25%. It's only for 2 turns but leveling up will increase the turns. It can also cure any status ailment (excellent to get rid of poison!) and for passives it can further increase HP and even give the wearer a counterattack. For this the one I REALLY recommend you give it to is Ba'Thraz. He is strong with his summoning of weapons and magic but he has extremely low HP and agility, which is exactly what this Class Emblem gives.

Return back inside and down the staircases, then go north through the door until we're back outside. Out here, before you go north across the bridge follow the path southwest to reach a chest at the end with **Tough Rips x2**.

Go ahead and head north across the bridge to trigger several scenes and afterwards a boss fight of sorts.



Ok, legit I don't think this one is a boss to be honest, mostly because you can see their health bars (and you can't in boss fights).

Luckily for us, they are all weak to wind so you can easily have Lenne use nothing but Wind Jump (if you have it) to hit them all with wind damage. For this fight, you want to deal with Galfried first. His use of magic is VERY dangerous and he can attack the entire party. Nos helps him out by using Waterbombs to increase the wind damage we take so make sure Galfried goes out first (I didn't in my video and cost me dearly).

After Galfried focus on Bathusda (make sure you steal from him first). His buffing of the enemy party can get really annoying, and he can heal them as well. After Bathusda though, Prok and Nos are pretty useless so pick who you want to end first.

The one thing you'll want to do in this fight is to be EXTREMELY careful of your OD gauge. Given that we have 4 enemies, your gauge can overheat if you're not careful. This is common in every boss fight: the more enemies there are the more you'll want to be careful because you can overheat pretty easily (I learnt this from the first few bosses).

- Galfried
  - **Wind:** hits one party member for around 65 dmg.
  - **Tornado:** hits the party for around 65 dmg.
- Prok
  - **Attack:** hits for around 50 dmg. to one character.
- Bathusda
  - **Pneuma Drugs:** increases one enemy's offensive.
  - **Regen Water:** grants regen to one enemy.
  - **Healing Potion:** heals one enemy for 200 HP.
- Nos
  - **Attack:** hits for around 50 dmg. to one character.
  - **Waterbomb:** inflicts the status Wet on one character.

## ! Escape the monastery

After the scenes we'll be back inside the tunnels. From here we simply want to leave the Leviathan Trench. There's not really anything from preventing us from doing so so go ahead and leave this place. Use that shortcut we just opened to leave faster.

Once we're back in Perpetua Flower Fields head south towards the fast travel crystal and eventually a scene will play out where we're finally caught. Dammit. Enjoy the scenes that play out here where we manage to escape and we now decide to go steal a Sky Armor (FINALLY!) and get back Lenne. Damn that brother! Of course the quest will end here and we'll start the next one! We're so close to the end of this first Act! Get ready because it gets hella good!



# The Aurora

The battle between Taryn and Escanya is about to start. Our heroes are trying to steal the Grand Grimoire from the battlefield..

## Aurora

### Enemies

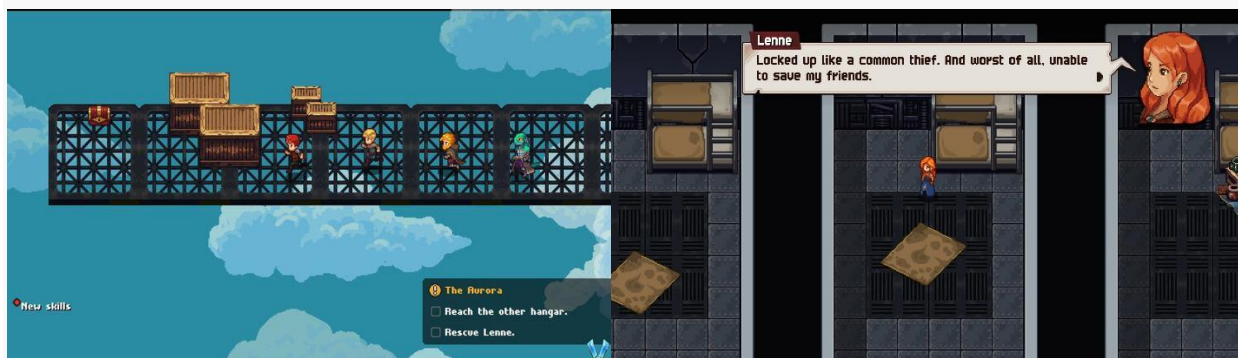
|                                                                                                         |         |         |                                  |         |
|---------------------------------------------------------------------------------------------------------|---------|---------|----------------------------------|---------|
| <br>Aurora Guard       | Human   | HP 800  | Strong to Earth,<br>Weak to Wind | No Loot |
| <br>Tarynean Sky Armor | Machine | HP 2000 | Strong to Water,<br>Weak to Wind | No Loot |



### ! Rescue Lenne

Ok, who's ready to steal a Sky Armor? And save our Lenne? Let's do this!

From where we regain control head north following the catwalk and open the chest at the very end with **Nagamaki** inside, an upgrade for Sienna



Head south now following another catwalk and go west at the bottom to find a chest with **Meal x2**. Go east from this area and inside the ship itself. None of these doors open so go north when possible and go up the elevator. Ride it up to floor **U3**.

From here go east and you'll have to fight some soldiers. These guys are the same as the ones you fought in the city. After the fight head east a bit to trigger a scene with Lenne and she'll rejoin the party. Nice.



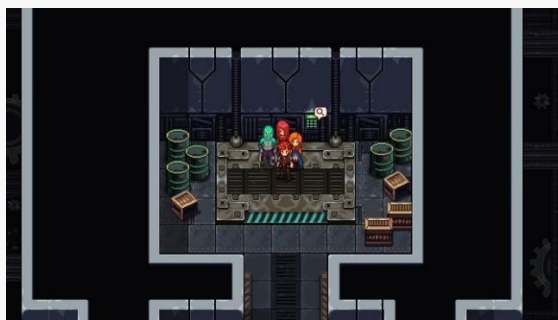
## 8 Reach the other hangar

With the party complete let's get the hell out of here! Start by rearranging your party if needed and make use of the nearby anvil. The cell next to Lenne's has a merchant... they even caught this poor dude haha. Buy anything that you may need then head east and use the elevator at the end to go down to **U4**.



| AURORA - MERCHANT |         |        |
|-------------------|---------|--------|
| - \$ -            | USABLES | - \$ - |
| Snack             | -       | 100a   |
| Meal              | -       | 1000a  |
| Sweets            | -       | 200a   |
| Panacea           | -       | 50a    |
| Eye Drops         | -       | 50a    |
| Alarm Clock       | -       | 50a    |
| Antidote          | -       | 50a    |
| Lozenge           | -       | 50a    |
| Sage              | -       | 50a    |
| Angel Wing        | -       | 400a   |

Not much to do down here. Go west and you'll find some rooms to the north and south. There are several NPCs you can talk to if you so desire. The top right room has a sparkle item for you to grab and so does the bottom left and right rooms. Now go ahead and return to the eastern elevator and go down to **U5**.



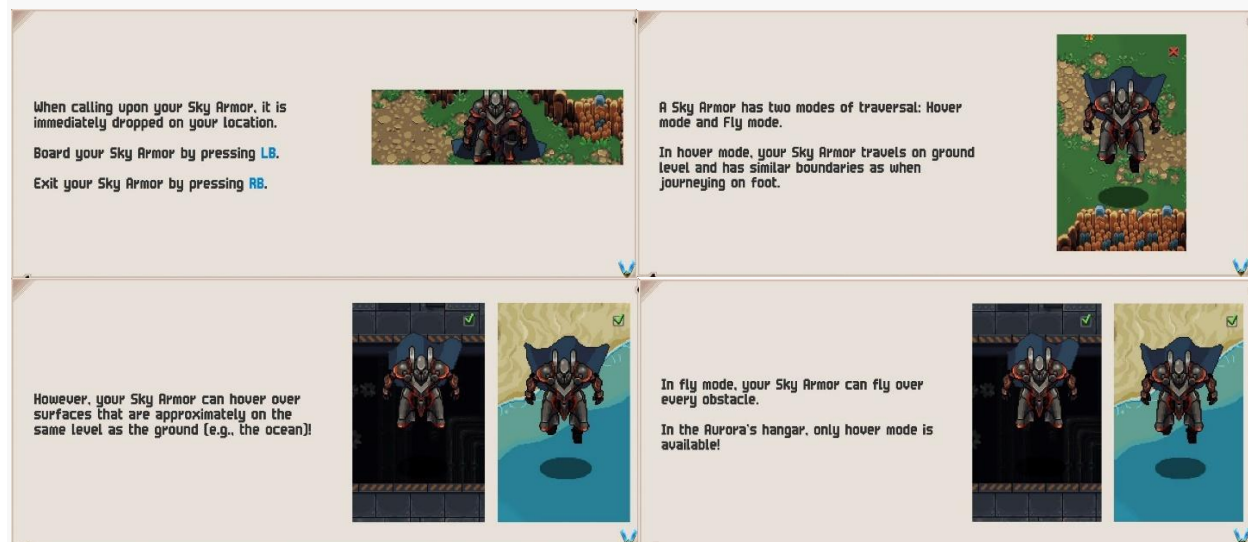
This room is fairly linear. At the first fork, going west leads to the hallway with the elevator and a chest with a **Winged Cape**. The door is locked so we HAD to go up. I see. From the fork go south to find a chest with **Sweets x2**. Head north past the soldiers and start going east to fight some more soldiers. Ignore any chests you see here and go east following the hallway to trigger some scenes and then a fight against a **Tarynean Sky Armor**.

This guy isn't hard at all. Hits for around 45 dmg. so have Glenn lower his attack and defenses to make this fight even easier. He's weak to wind so take advantage of that with Lenne and Victor.



Continue east to trigger several scenes. These actually shocked me! I didn't see it coming! Many a times I do see it coming, but not in this game! Wowza! I LIKED YOU! The good thing though, is that Glenn finally gets his Sky Armor and we'll be piloting it! We are by ourselves right now since everyone took the ship.

And of course, it cannot be a new mechanic without some tutorials. There's a gazillion of them so I'll leave the screenshots below in case you want to check them out later.

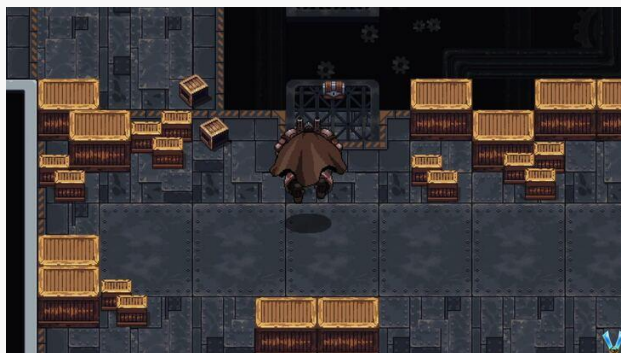


Of course, we're also told about Sky Armor Battles, which I'm not going to lie, it sounds PRETTY amazing!

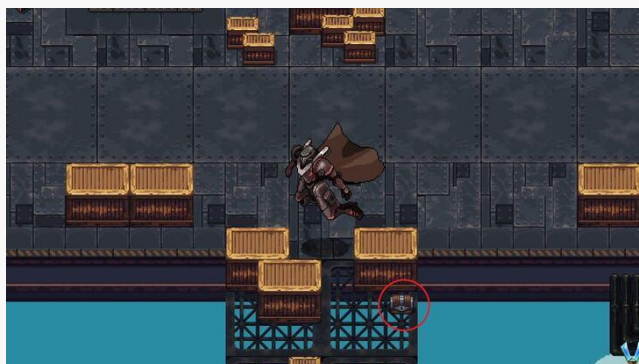


## 8 Steal the Grand Grimoire

We can now move around in our Sky Armor. It also means we can now explore this area as well. Head south to where Kylian betrayed us (notice we can float over gaps here where the gears are) and open the chest for **Repair Kit x2**. These will let you heal when in your Sky Armor.



Just north of it is another chest with more **Repair Kit x4**. This is our only way of healing for the upcoming battles so we'll need them. Now, to the south is a catwalk with a chest. Get off your Sky Armor and open it for **Exchange Parts x2**.



Head west now from whence we came and you'll have to fight an enemy Sky Armor. Just like Glenn suggests, go into Gear 2 and go ham on the guy. When you run out of TP switch back to Gear 0 to refill and continue attacking. Basically 2 attacks and he'll be dead.

Head west back into the large room and we can now go south across the gap and open the chest for some **Repair Kit x2**. Kill the soldiers to the south then go west over the gap. Use the gap to float north and then west to get the chest with **Meal x2**.





Head back south and onto the large platform where the objective is. Follow the upper path behind the green crates to find a chest with **Silph's Fan x4**. After that go out the marked exit to have the scenes with Frederik continue where General Godfrey powers up some sort of beam and shoots it at the enemies.

Eventually we'll be in a series of fights against other Sky Armors. 2v1 is definitely harder. I recommend you poison one of them while in Gear 1, then switch to Gear 2 in your next turn and attack the other enemy until you destroy it. Switch to Gear 0 when needed, heal up if you need to then continue attacking while you go back up to Gear 2.



After the fights so many cool things play out here where we see that even Lenne is a kickass character, the leader of the Valkyries. Awesome! No wonder her Ultra Move gave me those vibes from Valkyrie Profile!



After these scenes we'll be fighting Godfrey. Godfrey is not different from the other Sky Armors we fought. It just hits a bit harder. Make sure to heal up whenever your HP gets down to around 350 and you'll be fine. Also make sure to keep him poisoned.



After the fight watch several scenes. These shocked me! Full of shocks this game! Eventually the screen will go black and the quest will come to an end. I'll see you in the next quest, which is the last of the Act!

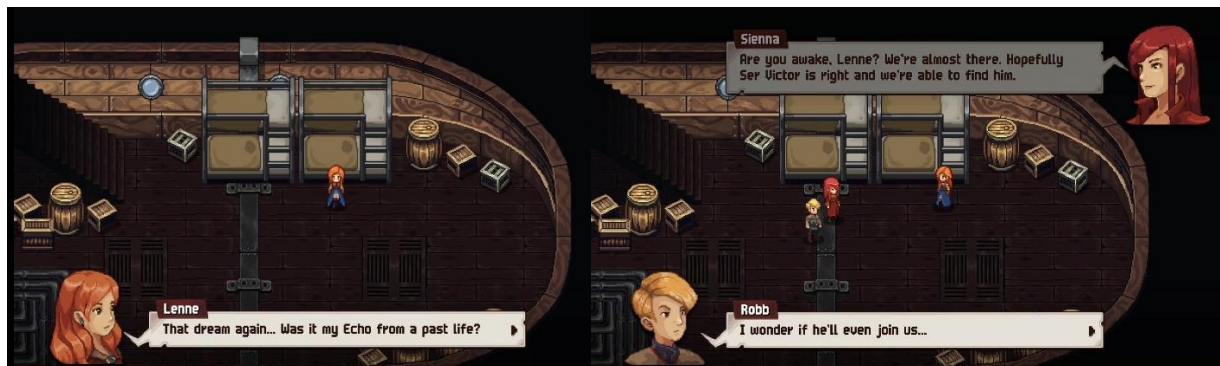
# Mysterious Girl

Once we regain control... in control of who? Who's this little girl? H-03? What kind of name is that?

Start by heading east talking to any NPCs you can and when you reach the open area head north to trigger a scene with the man staring at the painting. His name is Timothy and he asks us for our name... Lenne... LENNE? OUR Lenne?



The scenes will transition back to our Lenne. It seems it was a dream? Is that her past life? Sienna and Robb will come downstairs and say that it's been **3 months** since the incident. WOW! Soon after the screen will transition over to Glenn where the quest and Arc will end and the new one will start! This was a short quest. See you guys in the next one!



# Three Months Later

*After the battle over Rohlan, Glenn found his way to Flandern.*

## Kortara Mountain Range

### ! Buy some groceries

Well, it's been a whopping 3 months since the incident in the Aurora and Glenn is just being eaten alive by guilt. Who's to blame him, huh?

After the initial scenes, we'll be left in the middle of the street. Before we start exploring, go inside the house to the right of the fast travel crystal. This is the shop. Head inside and talk to the people behind the counter to trigger a little scene. It seems Glenn's taking care of some orphans. Good for him.



We'll regain control back outside.

### ! Return to the abandoned mansion

Before we go to the mansion, let's go explore real quick. Enter the house to the left of the crystal and go up to the second floor for an item. Talk to the NPCs in the house if you want then head back outside. We can't go north so head south and go up the slopes and you'll see a rope bridge at the top. Before you cross it enter the house and talk to the man in the kitchen to get **Meal**.

Cross the bridge outside now and follow the path until you reach some chickens and to the left of them a chest with **Gold Ore**.

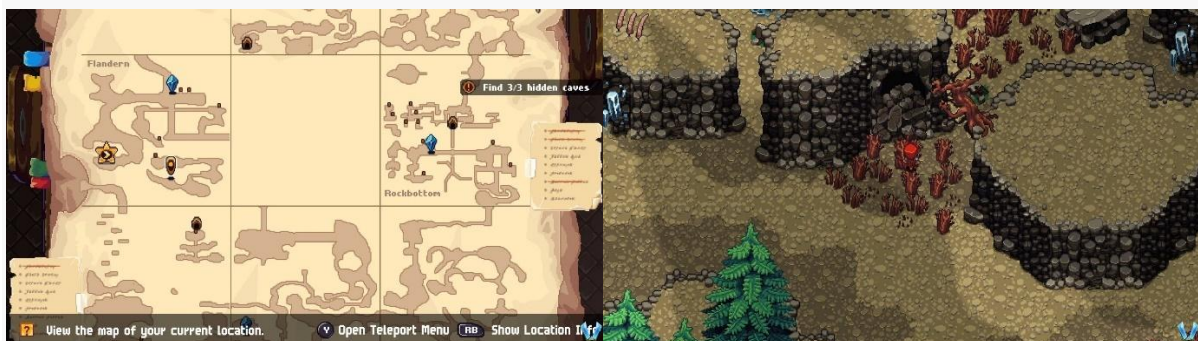




To the southeast is a house you can go inside. Do so, pick up the item on the right and head downstairs to find a cave? Follow it to be outside, but on the southern side of the village. Go right and around, grabbing the **crystal sources** then crossing the wooden bridge going west. As you cross it open the southeastern chest for **Repair Kit x2** and go to the far west to find a pair of chests, these have **Blueprint** and **Festival Ribbon** in them.



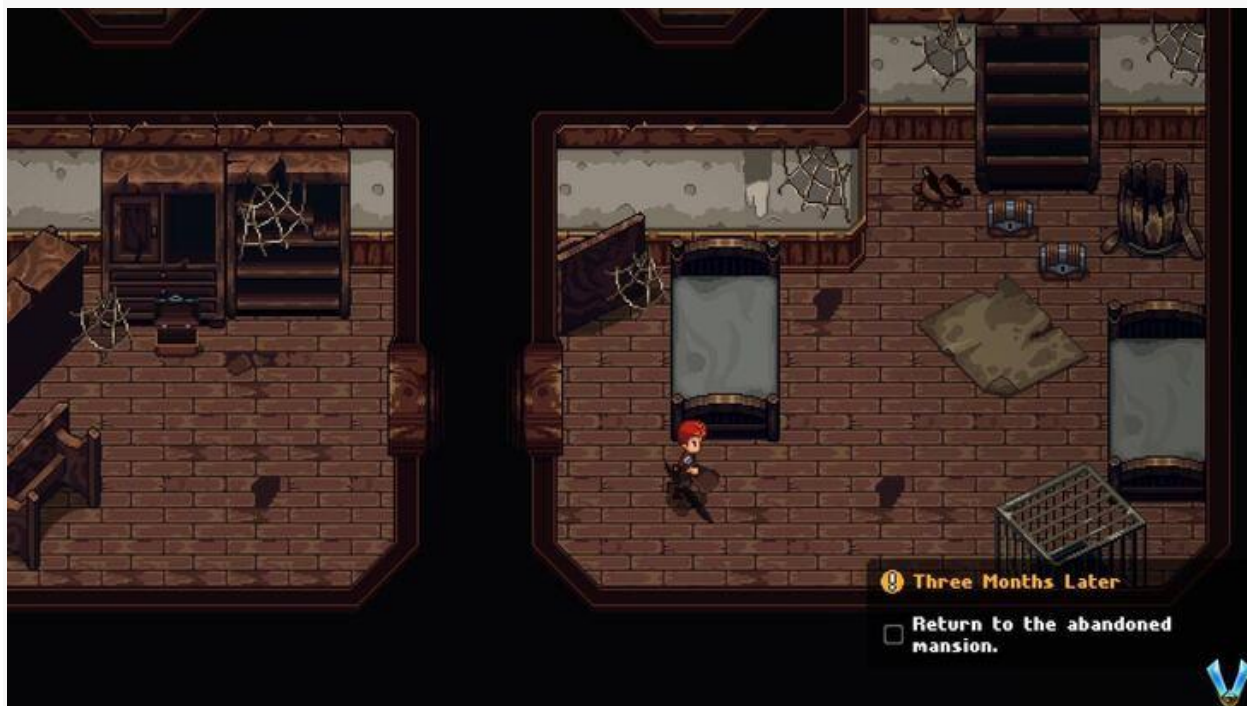
Now before we leave, a little bit to the right you'll be able to find a **hidden cave** on the northern wall. This should be the last one and inside you can find... nothing! Someone called "BB" stole our treasure and even made sure to put the pile of rocks blocking the entrance. Wow.



Head back to the crystal in town and go west now. When possible head north to find a building that kinda looks like a church and a chest next to it with **Giant's Hide** inside. Continue south to find the abandoned mansion. Go right and approach the entrance to trigger a scene where we see how Glenn got to meet the orphans. Looks like he was indeed ready to die. Damn.

When you're ready go ahead and talk to the kids playing with the swing. The answer you pick here doesn't change anything so pick whichever you want and go inside the building now. Inside you can talk to the kids when you see them, but enter the bottom right room first to find a chest with **Yak Grass Fiber x4**.

Head upstairs and enter the bottom left room to find a chest with **Repair Kit x2** and you can go right in here to the next room to find a pair of chests that have **Break Extender** and **Hard Shell x3**.

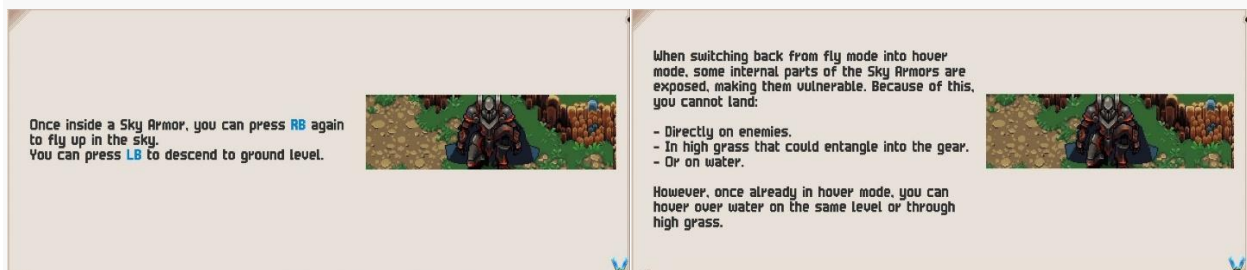


Once you've talked to the kids enter the northern room up here (where the yellow bed is) and a scene will play out.

### ! Look after the children

Once you regain control head back downstairs to have the scenes continue where none other than Victor finds us. Looks like he was looking for us all this time. He tells us that he needs us, and that all the gang is still together, making emphasis on "even Sienna" haha. They are even making use of Sienna's airship, which is pretty neat!

Enjoy the scenes as they continue and Glenn will give his goodbyes to the kids... which were ghosts. Whoa! The scenes will continue as you leave and Victor tells us that we have 4 Sky Armor. Nice! We can now use them whenever we want! Once the scenes are over we'll be out of town and we'll get some info on "Sky Armor Traversal".





# Mount Rydell

## Monsters

|                                                                                                   |        |         |                                   |                                                                              |
|---------------------------------------------------------------------------------------------------|--------|---------|-----------------------------------|------------------------------------------------------------------------------|
|  Bighead         | Human  | HP 8000 | Strong to Earth,<br>Weak to Fire  | Bushy Eyelashes<br>(Common)                                                  |
|  Ice Devil       | Flying | HP 1000 | Strong to Water,<br>Weak to Light | Mini Trident (Common)<br>Demon Leather<br>(Uncommon)<br>Mini Trident (Steal) |
|  Skadi Elemental | Ether  | HP 1200 | Strong to Water,<br>Weak to Fire  | Ice Core<br>(Uncommon)<br>Ice Core (Steal)                                   |

## 🗨️ Reach the peak of Mt. Rydell

Good info we got here. Talk to the merchant here if you need to and press **RT** twice to enter your Sky Armor then enter fly mode. Well, it is now time to climb Mount Rydell. It's pretty short and you'll be using your Sky Armors quite a bit. Directions will be a bit more loose here since we can now fly so please keep that in mind.

From the merchant you'll want to go east to find a chest with **Gold Ore x2**. Really close by.



| MOUNT RYDELL - MERCHANT |         |                   |         |
|-------------------------|---------|-------------------|---------|
| - \$ -                  | WEAPONS | - \$ -            | ARMOR   |
| Partisan                | - 1000a | Brigandine        | - 1000a |
| Flatbow                 | - 1000a | Chain Mail        | - 1000a |
| Estoc                   | - 1000a | Adventurer's Vest | - 1000a |
| Jade Armband            | - 1000a | Shaman's Robe     | - 1000a |
| Nagamaki                | - 1000a |                   |         |
| - \$ -                  | USABLES | - \$ -            |         |
| Snack                   | - 100a  |                   |         |
| Meal                    | - 1000a |                   |         |
| Sweets                  | - 200a  |                   |         |
| Panacea                 | - 50a   |                   |         |
| Eye Drops               | - 50a   |                   |         |
| Alarm Clock             | - 50a   |                   |         |
| Antidote                | - 50a   |                   |         |
| Lozenge                 | - 50a   |                   |         |
| Sage                    | - 50a   |                   |         |
| Angel Wing              | - 400a  |                   |         |
| Repair Kit              | - 600a  |                   |         |
| Exchange Parts          | - 1000a |                   |         |

Go to the northwestern area now to find a red chest, this one with **Leather Breastplate**.





On the eastern side you'll find a new enemy, the **Bighead**. These guys... are a pain to deal with but not too difficult. They have a ton of HP and you can only fight them with your Sky Armors. Try fighting them on foot... and you'll die in one hit.

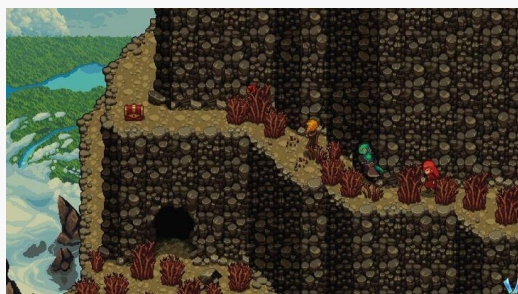
Once you've killed them get off your Sky Armors and enter the cave. Open the chest for **Exchange Parts x2** then climb up the wall for a new enemy, the **Ice Devil**. Nothing particularly worth mentioning about them. Kill them and head up another wall, exiting the cave afterwards where Sienna tells us about Sky Armors and not being able to land in high grass or near enemies. Good to know.



Get on your Sky Armors and to the right you'll have a chest with some Bigheads guarding it. Land to the right of them, fight them off and open it to find **Scale Armor** inside.

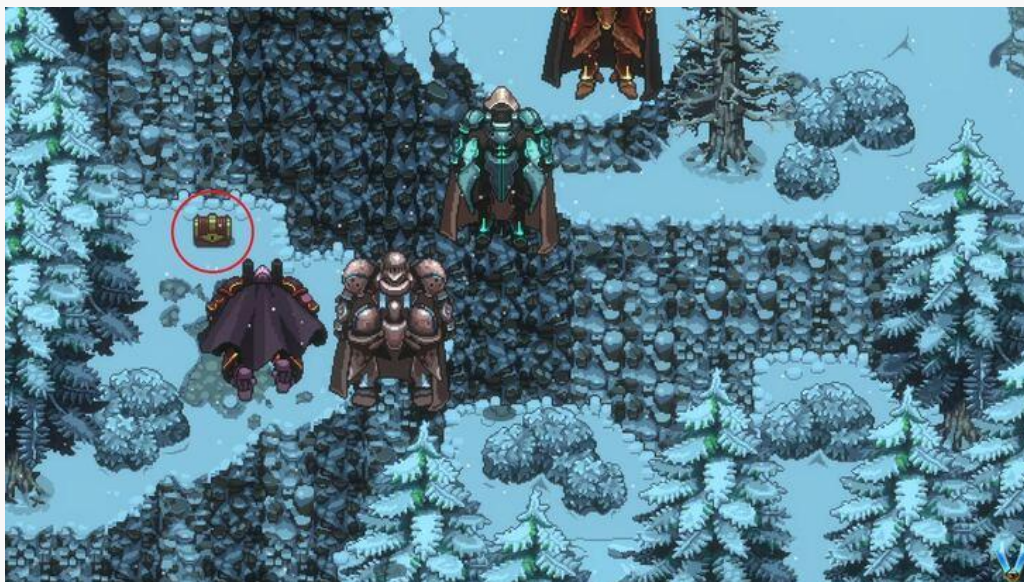


Further right are more Bigheads and just past them is a place where you can land. BEFORE you do that, just north is another place you can land, on a ledge above you. Land there and follow the thin passage west until you reach a chest that has **Robust Coat** in it.



Land on the area below now, kill the Bigheads and proceed past them into a cave. There's a scene that plays out in here where we meet with Lenne and Robb. nice. Lenne seems to be very happy to see Glenn. Anyway, party's back together now!

Leave the cave and we'll be introduced to Mt. Rydell proper. Here Sienna will give us a bit more info on the Sky Armors. Get on it and fly to the bottom left little isle to find a chest with **Spatha**, an upgrade for Glenn!



Land on the left side of the river and start hovering east. There's a small path going north you should follow for a chest with **Demon Leather**. Continue east to fight some more Bigheads, then continue east into the cave. In here as you go west you'll fight some Ice Devils and a **Skadi Elemental**. This is the same as the earth one we previously fought, but of course ice elemental.

After the fight go north (both the western and eastern paths lead to the same area) and into the next tunnel where you can find a chest with **Ancient Skull**. Return downstairs to where you fought the enemies and go west to find a chest with **Repair Kit** on the bottom path.



From here simply go west, grab the **crystal source** and exit the cave.



Once outside go south and jump across the gap going east. Once you do open your map and you'll notice there's 2 exits labelled as 7 and 8. Go inside 8 real quick to find a chest with **Giant's Hide x2** and another one above we cannot get just yet. Exit the cave, get on your Sky Armor and go down the slope onto the river and follow said river north and into the cave.



Kill the enemies once in here and open the chest on the bottom for **Exchange Parts**. Climb the tall wall here and exit the cave. Once out here get on your Sky Armor and while flying go south and fight the Bigheads guarding the chest because it has **Ancient Skull** inside.

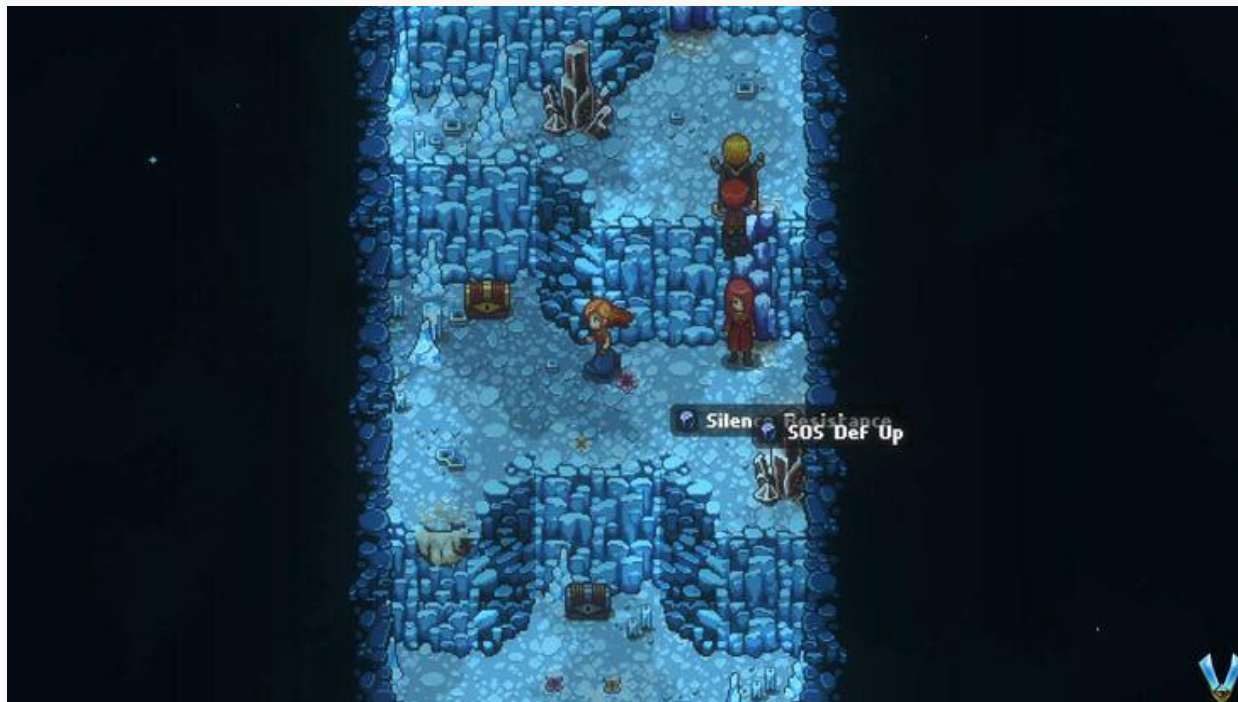




Return to the area above (west of the river) and while hovering cross the river at the bottom and go northeast after you do to find a chest amongst the grass with **Fine Wool x2**.

To the south is a little ramp that's going down. You CANNOT go down with your Sky Armors to get off them and walk south to fight some enemies. Get on your Sky Armor afterwards and head northeast to fight some Bigheads. From here you'll see a cave to the north. BEFORE we go there open your map and notice the exit on the bottom left corner labelled as 9. Head there and go inside.

In here you'll see there's a bunch of ledges going down. Go down while getting all the **crystal sources** and at the bottom you'll see the chest we previously saw. Open it up to find **Attack Gorget** inside.

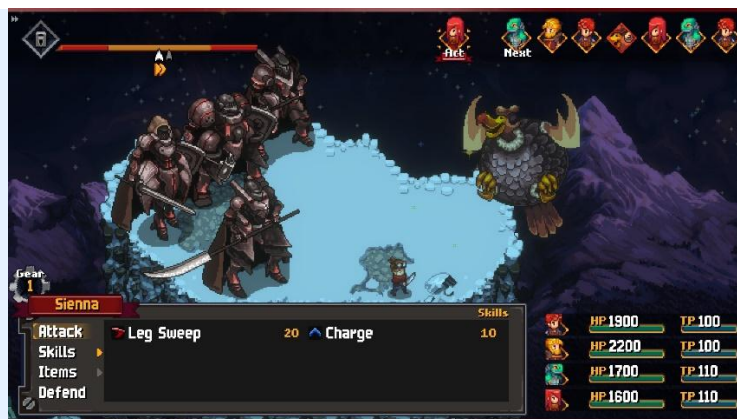


Return up the walls and enter the northern cave now (labelled as 11). In here kill the enemies, grab the **crystal source** and exit the cave, then simply use your Sky Armors to go up the remaining part of the mountain to see Haku. Swap around Sky Armor equipment so that Sienna has a single-target skill, **SAVE YOUR GAME**, and prepare yourself for the worst boss fight in the game!

### BOSS FIGHT: KORTARA KONDOR

Welcome to the worst boss fight in the game! Well, at least up to this point! I normally don't recommend this, but this is the first boss where I recommend you lower the difficulty and get it over with haha. It's still mathematically possible to win on the highest settings, but there's barely any room for error and you might have to use most of your Sky Armor healing items.

The reason why this boss is so difficult is because, for one, he's very tough. He hits like a truck, acts twice, and LOVES to hit all the party at once. The second reason is because you just got your Sky Armors, which means you don't have any upgrades or spare parts so you can't really "upgrade" your characters. You have to do with what you have. My biggest recommendation if you're going on normal mode is to watch my video above. Took me like 10 tries (rage quit once and went to bed haha) but I got it.



So let me talk about your characters first. Your most important thing to keep track of in this fight is your OD gauge. Given that the boss takes 2 actions per turn that means the gauge will be going right a lot. For this you want to be in Gear 2 as much as you possibly can to move the gauge to the left. It's basically a fight between you and the damn bird. Of course, being in Gear 2 means more damage that Victor needs to heal. Feel free to use as many items as you need as well.

For attacks, you'll want Victor to heal almost all the time while you have him use Defensive Break whenever you can to lower his defenses. Thrax is one of your main damage dealers here with Fire Shot. Use this nonstop and ignore Wild Slash.

For Glenn, have him use Poison Salvo to have the boss take like 650 dmg. per turn. Really good. Other than that you can use Counter Mode if you want but stick to Piercer to deal the most damage. For Sienna, if you got her skill that allows you to attack the Kondor several times in a row use that nonstop. If you didn't get it (I don't think there's enough enemies for you to fight to get it to be honest) then stick to regular attacks like I did. Your normal attacks hit harder than Leg Sweep. Don't even bother with it. Alternatively, if you swapped her melee weapon for either Sword & Shield or Greatsword, she'll be able to charge up a single-target skill, though the latter does more damage.

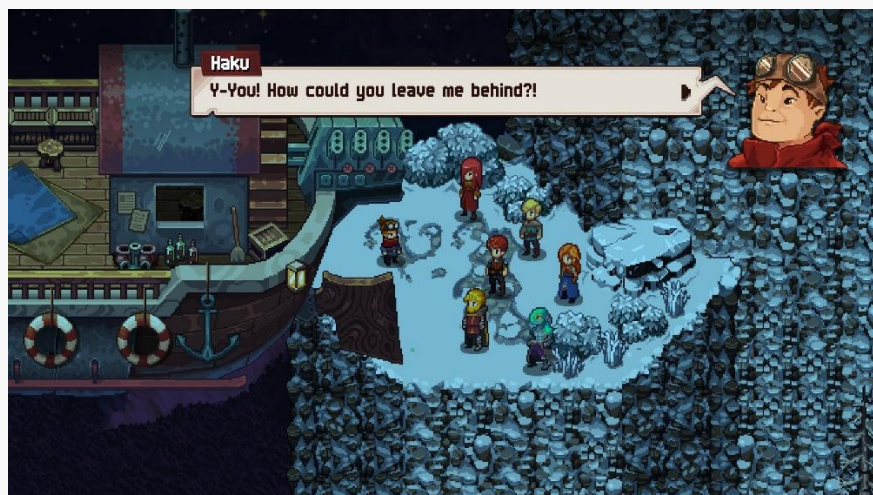
The one thing you'll want to be careful of in the fight, besides the OD gauge, is when the Kondor starts channeling his magic. He'll release a really powerful attack that hits all. You'll want to get back to Gear 0 and defend to lower the damage you take, but you're still ok if you're in Gear 1. When in Gear 0 though, as you move through Gear 1 to get back to Gear 2 try not attacking and just defending. The reason for this is because attacking while in Gear 1 will help the Kondor move the OD gauge to the right and it's VERY hard getting it back to the left.

Overall a REALLY tough fight. Again, I really recommend you give it a go once or twice, but if you can't just switch it to potato difficulty and get it over with haha. There are more bosses where we use our SAs and they are MUCH more fun!

All attacks below will show approximate damages while in Gear 1 unless specified. Of course you can expect more while in Gear 2. It'll be the same in all boss fights where we use our Sky Armors.

- **Attack:** hits one character for around 580 dmg.
- **Blizzard:** hits all party members for 500 dmg. (this is in Gear 2)
- **Shifting Sky:** hits all party members for around 320 dmg. (while in Gear 0 AND defending)

Watch the scenes that play out after the fight where we see Frederik and his minions, as well as **Bran**, the queen of New Wyrnshire. During these scenes we tell her about wanting to deal with Frederik and his reign, but also destroy the Grimoire. Thankfully we get her help, mostly due to the fact that Lenne is with us. A Princess and Frederik's own sister wants to take him down. I dig this.



On an even better note, Bran will give us **Hermit's Isle**, our very own isle so we can have our base of operations, our HQ. The scenes transition to us being inside the caves on the isle... and THIS ONLY reminded me of the Returner's Hideout in FFVI. Such good vibes. Victor comes in and tells us the paperwork is done... to become an adventurer's clan... what? We get our clan crest and name, the **Crimson Wings**. Of course this is inspired by FFIV, but I also like to think heavily inspired by Trails of Cold Steel II. LOVE THIS!

Well, it seems this was needed mostly so we could fly around and be armed... to a certain degree. Victor will also name Glenn our leader, at least on paper, cus why not, right? Well, after our talk we'll finally have **sidequests** available! They're not your typical sidequest but I'll have them listed in their own page so you can take a look at them. I'll be linking you to them whenever we get a new one. Of course we also have some info on the World Map and Clan.



And of course, our quest will end here and a new one will start. **HOWEVER**, now that we have an airship, Sky Armors, and an isle there's, quite literally, a whole world for us to explore. If you DO NOT care about exploration then skip it and proceed to the next quest. If you're interested, however, continue to the exploration page. Both will be listed below.

- [Optional - World Exploration](#) (or pg.223)
- [Main Quest - Searching for a Princess](#) (or pg.251)



# World Exploration

Welcome to one of the biggest pages I've written for this guide thus far. We're going to go explore the entire world so be ready. A couple things to note:

- We'll be getting several sidequests while on this exploration page. I'll be listing them in their own separate pages and will be linking them. Open them up in a new tab if you want/need help with them.
- We'll be recruiting several people for our island. I will have a page with all of them up so keep an eye there if you need help.
- There'll be A LOT of fighting. This is 100% optional for you guys but you can always lower the difficulty of the game so that the fights go by much faster. Personally I did this during this whole page **BUT** I have to be clear here: I always fight the enemies first on normal difficulty so I know they're actually killable, and bosses are ALWAYS fought on normal difficulty. Lowering the difficulty is just to make things go faster (you have no idea how many hours it takes to write these haha).
- Speaking of fighting, make sure to do your Rewards Board, as much as you can do. Note for the challenges where you need to fight enemies you can use your Sky Armors in many cases. Use that to your advantage.

And those are my tips/notes. Do with them as you will. And now though, we're going to go explore. You ready? I hope so because we have a lot to tackle!

## Hermit's Isle

There's not much to do in our island since we don't have people here. You can find Victor and Thraz in the room to the right of where we regain control. Sienna is to the left, in the large dining room. If you go upstairs you can find Lenne in her room. Outside, you can go right and up the slope to find Robb up here. Further up past him is Haku looking out at the distance.

Head outside the cave (if you're inside that is). Approach the pier to the south to trigger a little scene where we recruit our very first member of the Crimson Wings, **Falora**. She's a fortune teller and will help us find the other people we can recruit. Awesome! Of course I'm telling you as well so does that make me a fortune teller? Probably not.

**NOTE:** a big tip! She charges 1000a per consultation. You can save your game, ask her about the people you can recruit, then reload your save file so you don't have to spend a dime.

Afterwards, press  to ride your ship! Let's go!



## Overworld

As you can see we can move around the entire island. For now most of the areas you can enter are the ones where you've already been. There are, however, a couple of new areas you can check out. Also note that we have a new marker for our sidequests. It's the blue icons, one with the chevron and the exclamation mark 📍.

From Hermit's Isle open your map and locate the 2 lakes to the west. Do you see the larger one south of the hole in the center of the map? Head on over there and you'll see there's an isle in the middle where we can land (it has a sparkle like the items we collect).

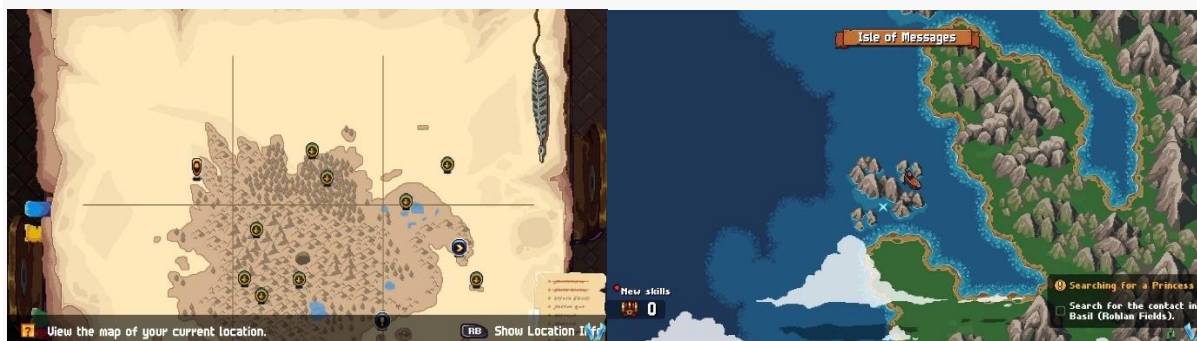


Approach the center of this tiny isle to find Vesta! Remember him from when we left Farnsport?



Talk to him and after a little talk he'll join the clan. Awesome! Having him as part of the clan will let us know if we're missing any chests. These are counting per square area on the map (there are 9 squares max per map). Awesome.

There's another area we can go to called **Isle of Messages** in the northwestern corner of the isle.



There's actually nothing here but **crystal sources** but there are tombstones that seems to be messages from Kickstarter backers? Go ahead and read through them if you want.

Something important! I don't know if they appear everywhere but I found on the western edge of the island an airship flying around with musical notes coming out of it. These are a group of musicians that are playing music for the people a couple hundred meters in the air. I don't think people can even use hear them haha. Anyway, after a little scene with them Eddie will join the clan. Nice!



Another cool thing. Head to the southwestern corner of the map and you'll be able to spot a raft. "Land" on it and talk to the octopus man. After a little talk he'll join the clan.

**NOTE:** I don't think the answer you gives him changes him joining or not, but I chose: **It's never too late to start a new life!**



This guy is good because every in-game hour from here on out he'll get you a random item. I've only gotten Ancient Skulls from him haha.

And that's about it for overworld exploration. We'll now go from area to area so brace yourself.



## Arkant Archipelago

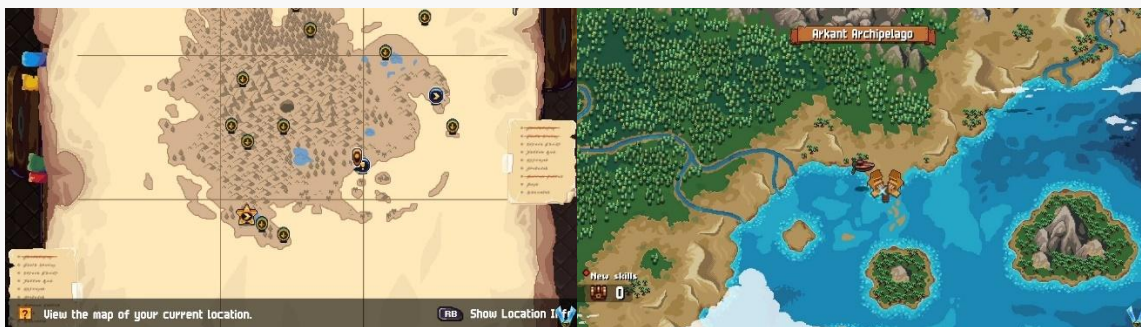
### Monsters

|                                                                                                         |         |          |                                  |                             |
|---------------------------------------------------------------------------------------------------------|---------|----------|----------------------------------|-----------------------------|
|  Adamant Crab          | Aquatic | HP 1300  | Strong to Water,<br>Weak to Wind | Adamant Shell<br>(Common)   |
|  Purple Whale          | Aquatic | HP 10000 | Strong to Water,<br>Weak to Wind | Sperm (Common)              |
|  Sea Monk              | Aquatic | HP 6000  | Strong to Water,<br>Weak to Wind | Gobbly Tentacle<br>(Common) |
|  Support Drone Wielder | Machine | HP 8000  | Strong to Earth,<br>Weak to Wind | Scrap of Iron<br>(Common)   |
|  Sword Wielder         | Machine | HP 9000  | Strong to Earth,<br>Weak to Wind | Scrap of Iron<br>(Common)   |

### Loot and Materials

- asd
- Bowler
- Caramel
- Common Lotus
- Disappointing Seashell
- Idea of a Corgi
- Regular Bottle
- Sea Cucumber
- Scarab
- Wet Wood

This place is located southwest of our isle, where the 🗺️ is.



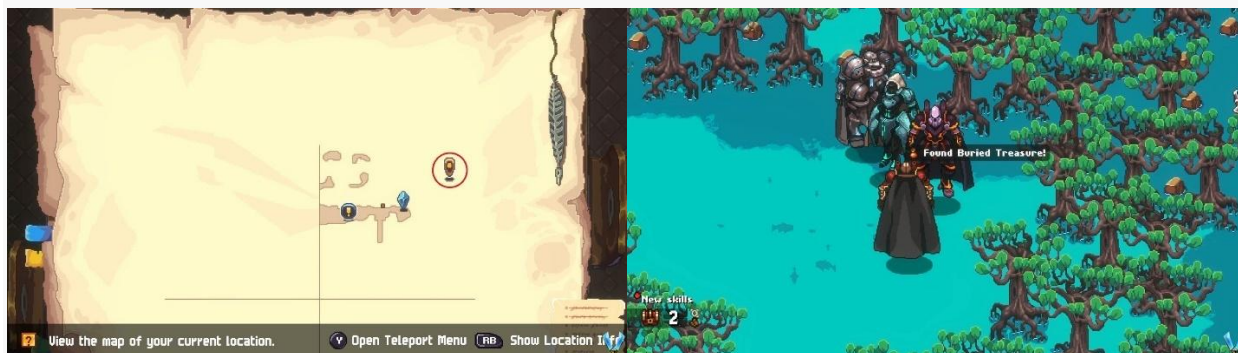
As we land the party will note how nice it feels here, but it seems there's Taryn cannons here so we can't fly with our Sky Armors. We can hover around though. That's good to know.

From where we start you can go directly south to find a pier where you can find some items at the bottom. The house directly to the north has an item you can pick up. You can go right to find the **fast travel crystal**. From here get on your SA and start following the sea north. When you get to a fork go west to find a new enemy, the **Sea Monk**. These octopus enemies are a pain, mostly just due to how much HP they have. You normally find them in groups of 4 so kill them one by one. They also almost just use "Water Splash" to deal around 600 dmg. to a SA.

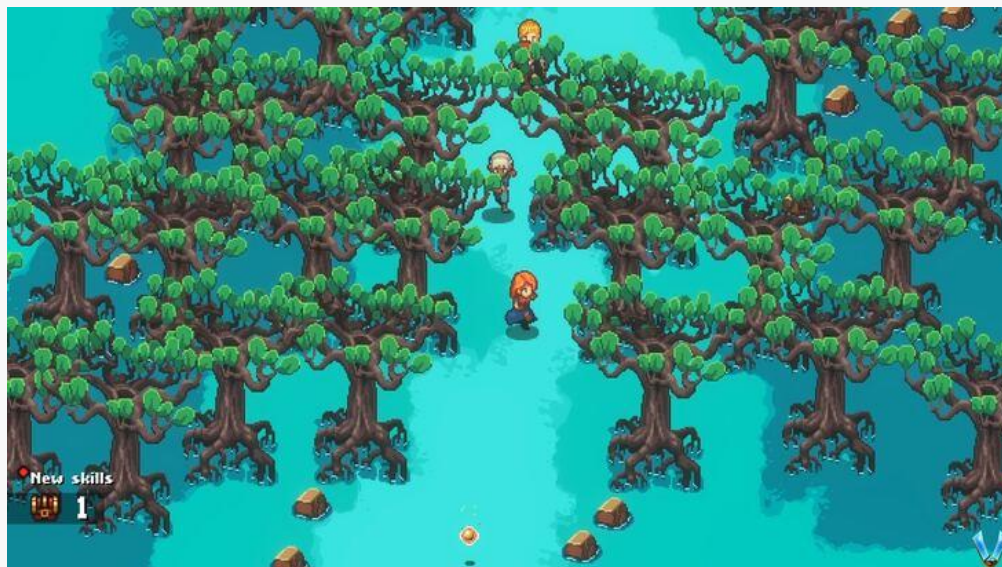
From the fight go north to find a cave. Remember where it is because we'll be coming back here in a bit. From here head right and you'll find a waterfall to the north. Follow this northern wall east to find a chest with **Demon Leather x3** but most importantly a **hidden cave** to the north with **Ancient Skull x7** inside.



Return to the waterfall, go south a bit to find a fork. From here follow the path to the right. As you start going down keep an eye on the right to find a **buried treasure** mark. This one is close. Head back north and you can find it near the corner (check image below). You'll get an **ATK Up Crystal** from it.



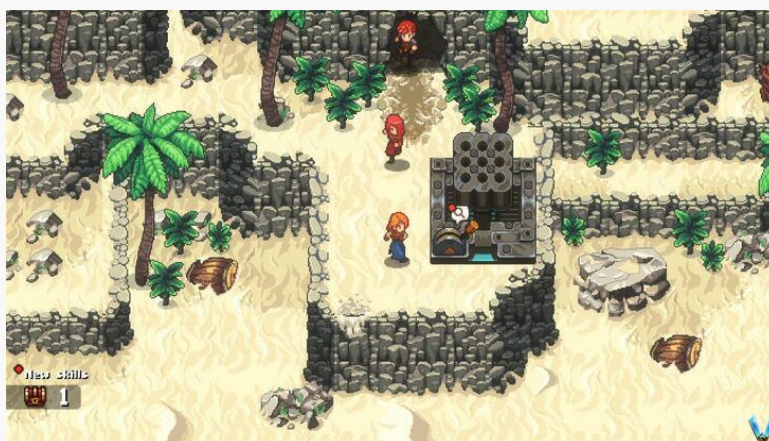
Right above the mark is a hidden passage to the right where you can go north to find some **crystal sources**. Return to where we saw the mark and go south. You'll see that your SAs seem to fit between the trees. We can actually get off here.



Go to the south part of this watery area to find a chest with **Water Belt**.



Return northwest to where the cave was and head inside. Follow it to be back outside. On the bottom left you can find another cave, but here you can't see where you're going so use the camera as indication. You want to go up a little it, then go west a little bit and as you go start trying going south. This will lead to the first cannons. Flip the switch to turn them off. Now we have 3 more to go.



Head back up into the cave, go left some more, then down to exit the caves and head west into the next area. Here you'll find a lone house and a chest out here with **2a**... really? Head inside the house and through the room in the back to find... a cave? In here you can find another chest, this one with **900a**.

Return to where we shut off the cannon and jump down the wall and go right to trigger some scenes. Here we'll meet a goat named **Tomke**. It seems he doesn't remember anything but you'll see him fighting a Boxfly and canning it.... then drinking it? Disgusting! We'll talk a bit more and then the sidequest itself will start. Nice!

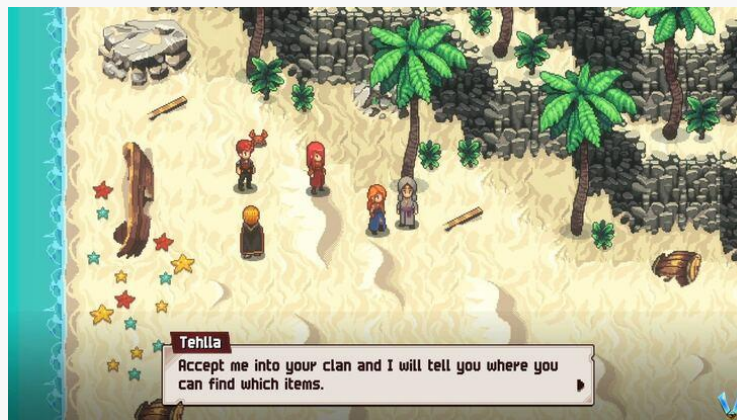




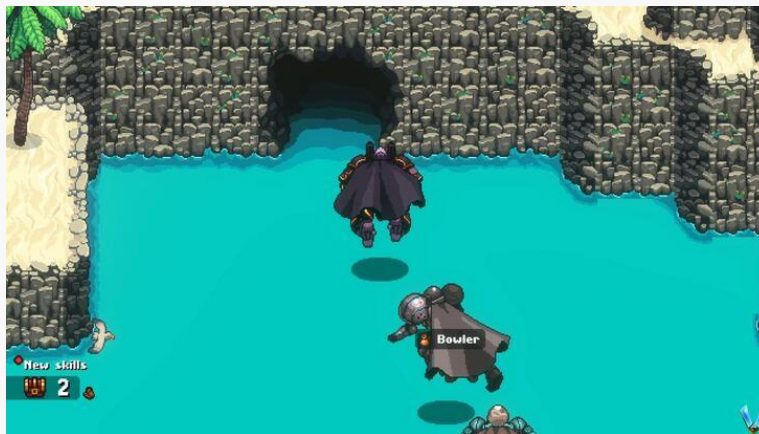
**NOTE:** I highly suggest you explore this place then do the sidequest. Doing the sidequest will have Tomke join the party and he's a **Blue Mage** of sorts from Final Fantasy. He doesn't have stills of his own but he'll get skills from the enemies he cans and eats. Neat!

- [The Food, the Chap, and the Hungry](#) (or pg.379)

Go west now to the next area and speak to the person here named **Tehlla**. They'll end up joining the clan. Neat! This one is great because you'll be able to see directly from your inventory which enemy drops these items.



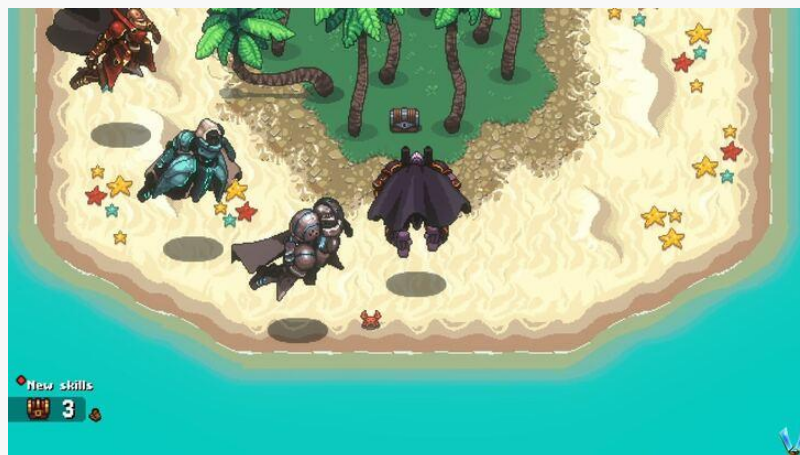
Get on your SA and head northwest. You'll find a cave you can go into.



Go inside and there's nothing in here. Do follow the path, get out of the water and follow the path east and around. This leads back outside where we can turn off another one of the cannons. Nice. You'll also note that there's a **hidden cave** here as well with **1900a** inside.



Back down and outside go south from the cave to find an isle where you can find several **crystal sources** and a chest in the middle with **Silence Resistance Crystal**.

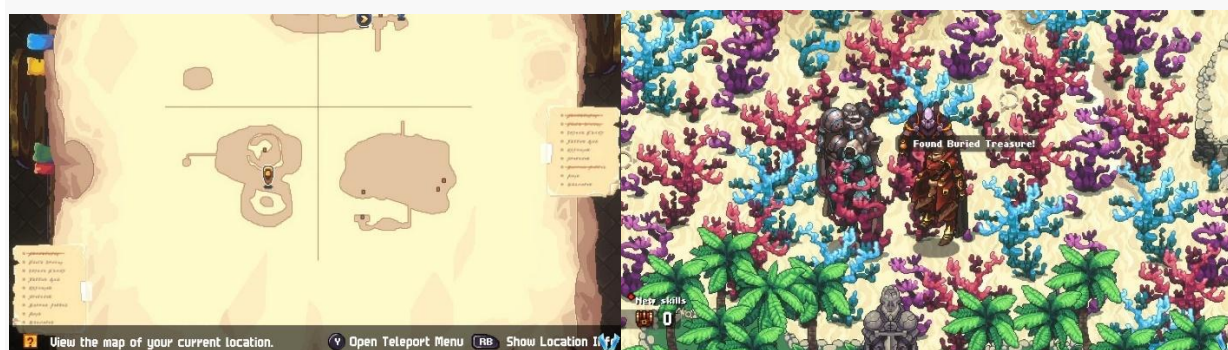


Head south now to the next area. Here you can find a large isle that connects to a smaller one via a rope bridge that has another one of the cannons. Note that there's also a whirlpool near the southwestern corner that we can't do anything with.

Back at the island, go to the southern part of it to find a metal chest on the beach out in the open with **Glaive v200** inside. If you haven't changed the weapons, this is an upgrade for Sienna's SA.

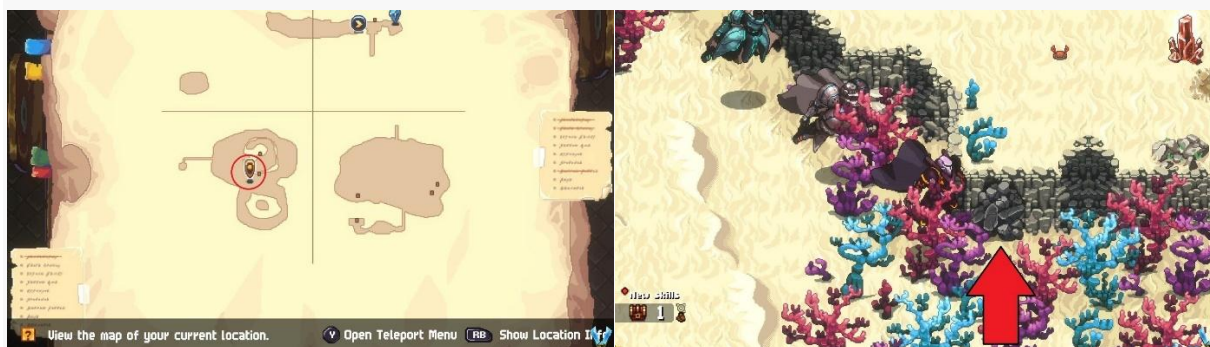


Just north of here on the other side of the hill is an open area full of coral. Check in the middle to find a couple of **buried treasure** marks. Oh this is going to be fun. It's basically east from the left mark and southwest from the right mark. You'll get a **Tank's RAM** from it.



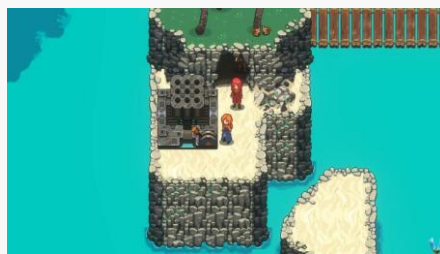


Now, on the northwestern side of this "coral forest" is a **hidden cave** with **Demon Leather x6** inside.



On the northern shore of the island you can find a **crystal source** and a chest to the right of it with **Exchange Parts**. Return to the coral forest and enter the cave in the upper right side of it. This takes you to the area above.

Up here grab the **crystal source** and go west across the rope bridge until you reach the cannon. Turn it off!



And that's all for this isle. There's a Class Emblem Statue on the southern side but we can't get to it until we can fly. Go east into the next area now.

This area consists mostly of one large isle that connects to a smaller one, similar to the previous area. On the northwestern side of the island you can find a **crystal source**. You can also find a pier further right with nothing on it.

Head south to find an enemy camp where we'll have to fight a couple of enemy Sky Armors. These guys are pretty easy and basically the same you fought back on the Aurora. Focus on the "Support Drone Wielder" first to have an easier time.

Go around the building in the middle and on the western side there are 2 paths going north. Go up the right side first to find another cannon at the end we can shut off. This should be our last one and we can now fly. It wasn't my last one so I continue on foot from here.

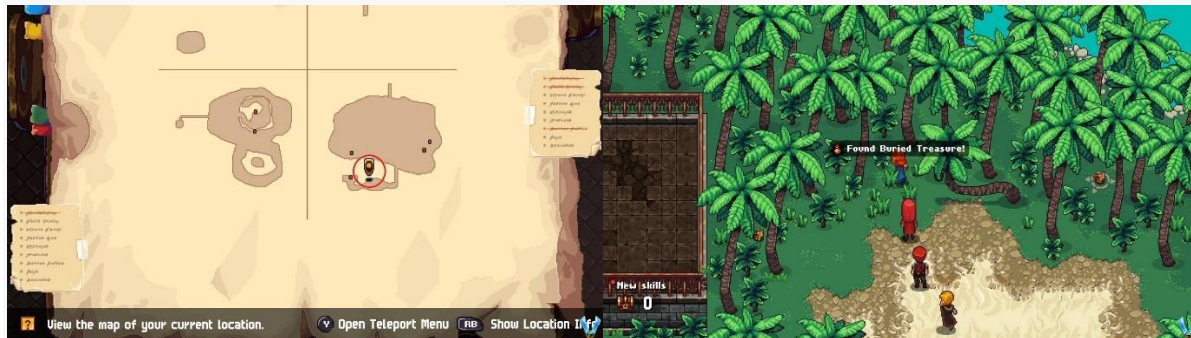




Return back down and go up the left path now. This has you go south down a wall Jump down and go inside the cave to find a chest with **Dragon Mail**. Excellent upgrade for Glenn. Continue following the path and at the fork go north to get back outside, but on higher ground.

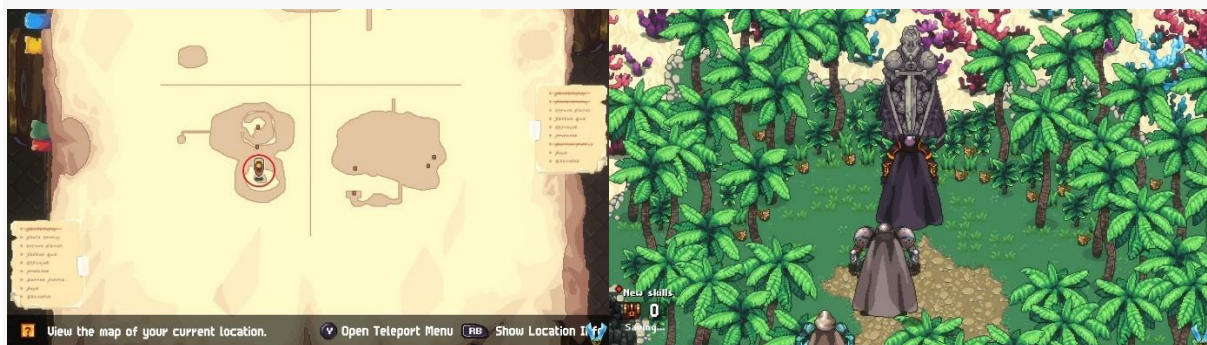
Out here notice that you can jump across the gap to the left. We'll do that in a bit. Instead head north to find a chest with **Ancient Skull x2** and further up a **crystal source**.

Jump across the gap to the south now and follow this path until you cross a bridge and reach an open area with nothing it seems. There's a **buried treasure** here. Check directly west from the top mark to find it. This one gives you **Fine Wool x2**.



To the left is a platform with a trapdoor. Go inside and you'll be in a hallway with a Fishman at the end. It seems there's some sort of underwater village up ahead but he won't let us in. Hmm. Oh well. We at least know there's something here, right?

Head back outside and go west to the other area. Remember the **Class Emblem Statue** we previously saw? It's on the southern part of the island and you need flying to get to it. Of course land here, save your game and it's time to prove we're worthy!



This is a pretty crazy fight, especially because we're fighting a whopping 10 enemies at the same time. I'm not kidding! We're fighting 10 Adamant Crabs. These guys don't do much damage on their own (around 30 dmg. per attack) but they also have a water spell that hits everyone for about the same. Of course I feel like luck is a big factor in this fight due to that. If they all decide to use it at one after the other you're dead.

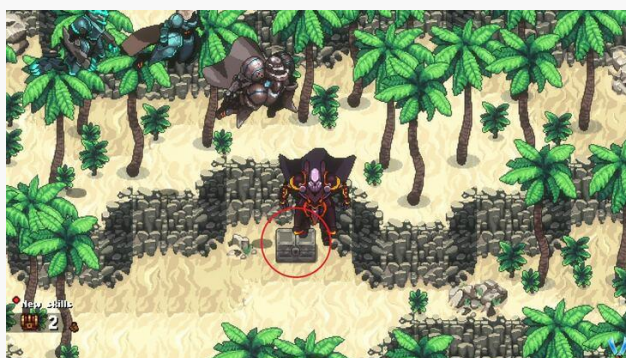
For this fight I highly suggest you have 2 characters with Heal All just in case one is not enough. I had both Victor and Lenne with it and I did good. This is also good because having Victor buff you in both attacks and defenses is a must. I also recommend using Nukitsuke with Sienna (if you have it). This raises crit rate by 15%. You want to use as soon as you start Glenn's Ultra Move to lower their attack. This will help you out big time. And like I've said throughout the entire game, use single target attacks. They're stronger and the faster you kill them the less damage you take and less heals you need.

Of course, having Victor and Lenne healing is their job mostly, but your other characters also want to keep an eye on that OD gauge. Being that there are 10 enemies it's going to fill up pretty quickly. Use items if you need to keep it down. Also, if you already have Tomke as a party member (the goat we met at the start of the area) make sure to have him eat one of the crabs to learn a new skill.

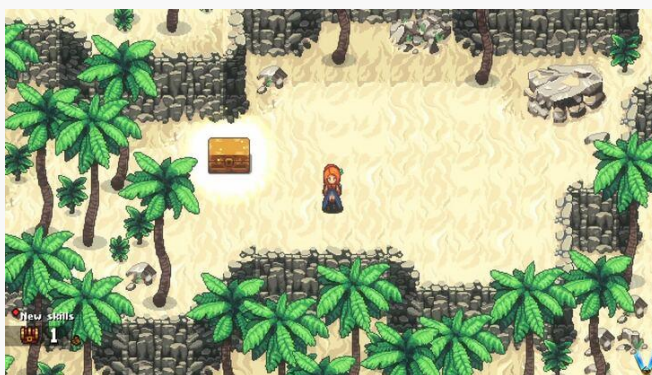
After the fight we'll get **Leanna the Summoner**, the **Summoner Class Emblem**. This one is pretty good. It gives the character a huge boost in TP, with some MAG and MIND in the mix. Pretty good for both Lenne and Victor (and some other characters in the future. For skills, it has a skill that hits for either fire or wind, and another for either earth or water. Pretty neat. The passives are also great, increase TP and increase damage against ether enemies.



And one last thing now that we can fly, head back to the northwestern area (where the cave in the water is) and look to the right of the cannon to find a metal chest. This one has **Support Drones D200**.



Go right from here and you'll find a golden chest, this one has a **Soul of Farnese**.



And that about wraps up what we can do in this place!



Now it's time to go back to New Wyrnshire. This place is located just northwest of your island.

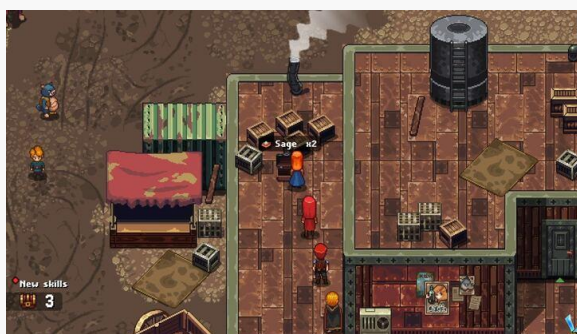


## ! New Wyrnshire

As we enter we'll discover the **fast travel crystal** and open up the Rewards Board for this place. Nice!

| New Wyrnshire Weapons |        |  |
|-----------------------|--------|--|
| WEAPONS               |        |  |
| Spatha                | 1,500a |  |
| Earspoon              | 1,500a |  |
| Composite Bow         | 1,500a |  |
| Needle                | 1,500a |  |
| Sapphire Amulet       | 1,500a |  |
| Ninjatou              | 1,500a |  |
| Hakenbeuchse          | 1,500a |  |
| Spek                  | 1,500a |  |
| ARMOR                 |        |  |
| Leather Breastplate   | 1,500a |  |
| Scale Armor           | 1,500a |  |
| Robust Coat           | 1,500a |  |
| Magic Gear            | 1,500a |  |
| USABLES               |        |  |
| Snack                 | 100a   |  |
| Meal                  | 1,000a |  |
| Sweets                | 200a   |  |
| Panacea               | 50a    |  |
| Eye Drops             | 50a    |  |
| Alarm Clock           | 50a    |  |
| Antidote              | 50a    |  |
| Lozenge               | 50a    |  |
| Sage                  | 50a    |  |
| Angel Wing            | 400a   |  |
| Repair Kit            | 600a   |  |
| Exchange Parts        | 1,000a |  |

From where we enter go right following the bottom path and enter the first building you come across. This is some sort of bar. In the back room you can find an item in the drawer then go upstairs and back outside. Out here go left and open the chest for **Sage x2**.



Head back outside this building and go right to find a chest at the end with **Elastic Wing**. Return to the crystal and enter the building in the northeastern corner. This is the shop and it has tons of new upgrades for all our characters. We'll be finding several during this page so you can wait until we grab everything then purchase whatever you feel is necessary, or do so right now. Up to you. There's also an anvil if you need/can upgrade, but again, I recommend you upgrade near the end of this page because I didn't I ran out of materials and money real quick.

The room on the right has an item on the crates and the room upstairs has a chest with **Attack Overdrive x2**. We'll need to come in from the other side to get that red chest. Head back outside



and go west, entering the large building north of the crystal. Is this like a city diner? Head to the back and go upstairs. Up here enter the bottom right room to find an item under the bunk bed then head south and outside.

Out here head right and enter the door at the end to find that red chest from before. It has **Leather Breastplate** inside. Neat!

Head back outside and go west from the door where we came from, go west some more, cross the catwalk and you'll find a chest in the upper left corner with **Fine Wool x2** inside. From here head south through the wall (sneaky passage) to find a chest at the end with **Earspoon**.



Head back to where the catwalk is, cross it and go north into the next area. Up here cross the metal "bridge" and follow the bottom path to find a chest with **Platinum Ore x2**. Head north now, go across the catwalk and open the chest for **Scale Armor**. More importantly, go right and talk to the bald man here. His name is **Guy** and he'll end up joining the clan. Neat!



Go ahead and jump down here and you'll see there's a shop if you speak to the NPC under the green tent on your left. He sells items and materials. Head east and go in between the buildings and open the chest to find **Sunglasses**.



Head to the far north (the house along the way is closed) and you'll find a bunch of chickens and a chest on the right side with **Ancient Skull**. Stay here and you'll see those platypus that are running around in a line come here. They'll make a circle before they head back south. Check in the center of the circle to find an **Elixir**. Nice!



Return to the start of this area (southwestern corner), go north and west when you can to reach an alley with several NPCs and a chest with **Tough Rips x3**.

Return to the main street and go east. Speak to the brown/orange lizardman to start a sidequest:

- [A Little Vacation](#) (or pg.382)



That's it for this area. In the northwestern corner is a building you can go in but there's nothing inside right now. Instead head north into the next area which is the castle. Head north into the castle proper then north into the throne room. Here you can find a chest in the corner with **Sacred Water**.



And that's about it for this place! Next stop, **Fiorwoods**!



## 8 Fiorwoods

As we land here we'll be right in the middle of the map. Go ahead and fast travel to the crystal outside the city and head west. At this point you should be able to take out these Forest Wyrms. These guys hit for around 70 dmg. to one person. If you don't want to fight them take the southwestern exit inside Tormund to reach the rafters in the Fiorwoods. Continue after the image above if you do this.

Go ahead and kill this Forest Wurm and head west to find 2 more Forest Wyrms. These are a bit harder of course because they're 2, but still very doable. Follow the path past them to reach a fork. Go southwest and you'll reach a new area, which I don't know what it is. We don't have a map for it nor a location but there's a chest here with **Healing Belt**. We'll have to find another way into this place.



Return to the fork and go east now to find a way up the rafters. If you go north at the fork here you'll enter Tormund. There's nothing we need to do here but it's good to know we can get up here without the need of fighting the Forest Wyrms. Go east at the fork and east at the next one to find 2 **crystal sources** and a chest with **Meal x2**.





Head south now to find another fork and an adventurer. He gives you some hints for the Unique Monsters in the Fiorwoods:

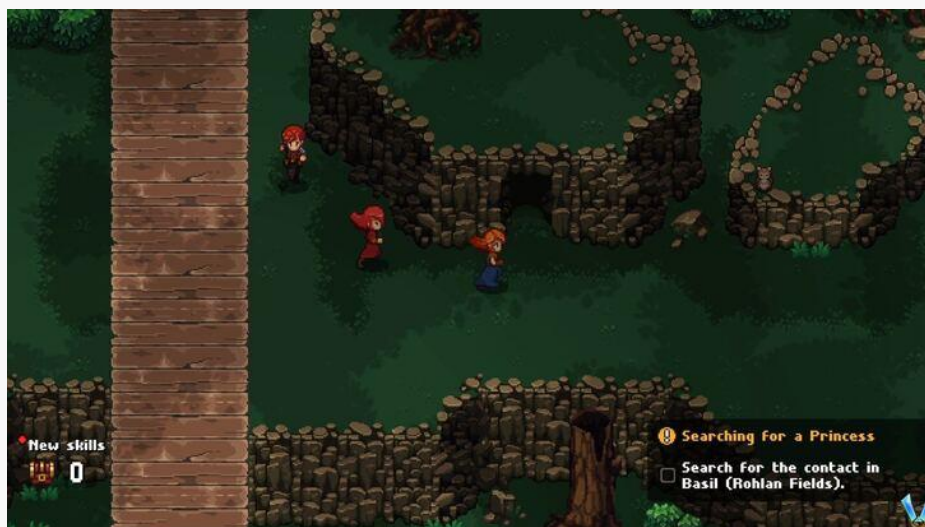
- Some kids were playing in the center of the Fiorwoods. They were chasing each other around a group of trees and the monster appeared.
- Best friend with a turtle. Kill the turtle and don't leave the forest for it to take revenge. It'll appear on these wooden bridges to the west.

From here go east for a **crystal source** and a chest at the end with **Chain Mail**. Return and head south now to another fork. Head south into the next area.

At the first fork here head east and go down the stairs. This is the large area where we first saw the Forest Wyrms many hours ago. At the bottom of the stairs is a fork. Go south down the wall first, kill the pair of Forest Wyrms and open the chest they were guarding for **Platinum Ore x3**.



To the left of here is the open area. Return up the wall and go west this time for another couple of Forest Wyrms. Past them, as you go west you'll see a cave but go past it first to find a chest with **Ancient Skull x4**. Go inside the cave now.



While in here follow the tunnel and enter the first room to find a lever. Flip it. Remember we were in these same tunnels and also flipped a lever back in Rohlan Fields? Yeah, these are for a sidequest we'll do in a bit. There's nothing else in here so go ahead and leave.

Return to the fork on the wooden rafters and head south grabbing the **crystal sources** as you go and you'll reach the southern fork. Going west leads back to the northern area. There's only one **crystal source** so go grab it if you want but go south into the next area, grabbing that **fast travel crystal** on the way.

As we start this area go west first to find a chest with **1900a**. Head east now, grab the **crystal source** from the corner and as you go south you'll spot a bridge going west. You can follow it to find a little isle with a house. There's nothing here but it looks like the house was attacked by something. Continue following the path outside and we'll reach a fork. Go north to get a chest with **Raincoat** then head west to find a dead end.

There's a boat here that we can't use so I guess that'll be it for the Fiorwoods. You'll want to board your ship and head southwest and enter **Mount Rydell**.

## ! Mount Rydell

As soon as you land you'll see a frozen monk where you fought the Kondor boss. Go ahead and talk to him... he's still alive? We wanted to take him back as a statue of some sort haha. Anyway, he'll end up joining our clan which is really nice. He's cool because we get a 50% chance after every fight to get additional SP. Neat!



Now let's head on over to Kortara Mountain Range. Go ahead and land in **Rockbottom**.

## 8 Kortara Mountain Range

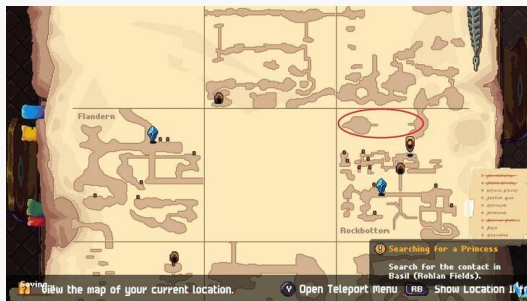
|                                                                                            |       |         |                                  |                      |
|--------------------------------------------------------------------------------------------|-------|---------|----------------------------------|----------------------|
|  Alphoarn | Beast | HP 4000 | Strong to Dark,<br>Weak to Light | Gamsbart<br>(Common) |
|--------------------------------------------------------------------------------------------|-------|---------|----------------------------------|----------------------|

As we land we'll be where the anvil and crystal are. We want to go up this building but before we do that head east across the bridge and enter the house to the north. Remember the woman that wanted us to take lunch to her hubby in the tunnels? Well, they are here fighting and end up getting divorced... but she signed with a fake name so they're technically not married. Wow what a b... ahem. Anyway the guy, **Bernd** will end up joining our clan which is pretty nice.

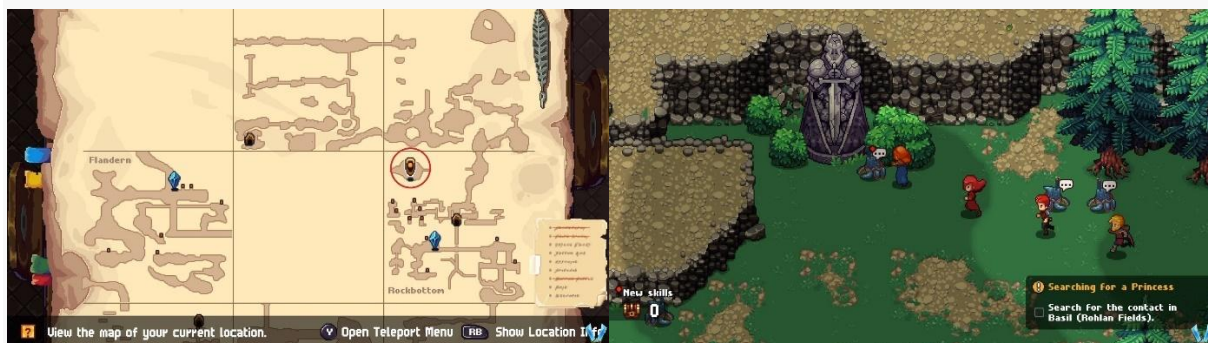
**NOTE:** you take lunch to the hubby once as part of getting through here as Sienna. We came here later and we could do it again. I said to do it if you wanted to but I did it. I don't know if you have to give the lunch to the miner twice in order to have him join, or if once is just ok. If anyone can confirm this I'd appreciate it!



Return west and go up the building now. Head to the top and exit the building. Outside go east up the stairs and exit the town via the northern exit (which previously with Sienna was blocked). **BEFORE** you leave the area though open your map and you'll see there's a little patch of area going west.



Go in between the trees to find a bunch of crabs...? What are they doing here? More importantly though, there's a **Class Emblem Statue** here. Time to prove ourselves.





We are to fight 4 **Terror Terriers**, which look like mechanical dogs. Kind of remind me of the AIBO robot dog from like 20 years ago haha. Anyway, these guys aren't that dangerous BUT they do have an attack called **Amok Run** where they shoot missiles from their back and hit everyone (including all the enemies) for 30 dmg. flat on the party and 50 dmg. flat on each enemy. This can be dangerous if they decide to use it at the same time one after the other. Make sure to have a Heal All ready for this! They also have their regular attack that hits for around 40 dmg. to one character.

After the fight we'll get **Hera the Bandit**, the **Bandit Class Emblem**. Can you guess who's to benefit from this one? Well stat-wise Sienna loves this one. Gives you a small boost in both ATK and HP but gives a bigger AGI and CRIT boost. My Sienna already has pretty high CRIT so giving her some more is not a bad idea.

This class emblem also lets you teach other party members how to steal. Sadly only Sienna has the 100% chance of stealing but having other party members learn it is not so bad. Its passives are great as well. Increased AGI and a chance to poison the enemy when attacked is great. Poison is horrible (literally) so having a chance to inflict it passively is great.



And with that, move north into the next area.

Once here we'll do a quick sweep of the items you can find. I'll give you a rough estimate since we now have the SA and we can fly all over the place. On the southwestern side of the area (near the exit to the next area) is a **crystal source**. Head to the large floating island on the northeastern corner of the area to find a chest near the center. You'll need to go around in the crystal maze. The entrance is on the southwestern side and just go around counterclockwise to reach the chest that has **Treasurer RAM**.



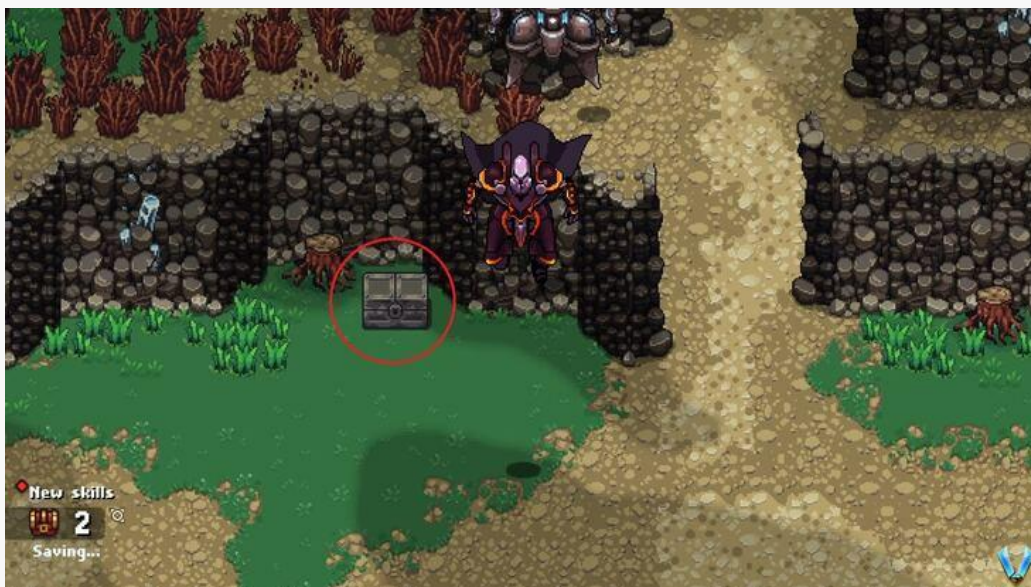
You can also find an adventurer here... how did he get here? Anyway, talking to him till net you some clues for the Unique Monsters.

- When you land on an island in the valley you get attacked.
- Kill a lot of waterfly enemies to have the mother appear and look for you. She's often seen on the highest peak on the north of Kortara.

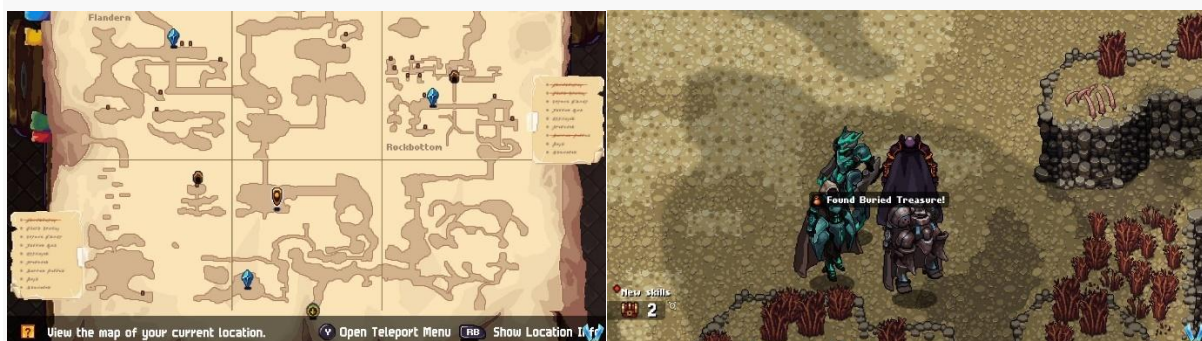
Fly south of that island to find a strange old man and an **Android RAM** east of him.

Go ahead and enter the center area of Kortara. We can now unlock this area in our map. Here you can find a **crystal source** in the northwestern corner and another on the southwestern corner near the exit south. In this area, there is a new enemy named **Alphoarn**, and Tomke can learn a new enemy skill from it. There's also the camp of the bandits we saw in Rockbottom when playing as Sienna. Looks like they left the town and came here. Sadly we cannot approach the area (we get kicked out).

Exit this area to the south and remember this area? It's where the army was before the bridge was blown to pieces. Well the army is of course gone but you can open the metal chests in the upper left corner of the camp to find **Biologist RAM** and **Mage's RAM** inside. There's also a pair of **crystal sources** to the southwest.



If you check east of the crystal sources you'll find the 2 marks for the **buried treasure**. This one is practically in between them. It has **7009a**.





In the southwestern map, there's a chest containing **SP Up RAM** near the middle.

That's about all we can do here in Kortara. We cannot go north from Flandern for some reason and it's the last area to explore. Oh well, we'll come back later! For now get on your ship and it's time to go to my most dreaded area, **Perpetua Flower Fields**. See you there.

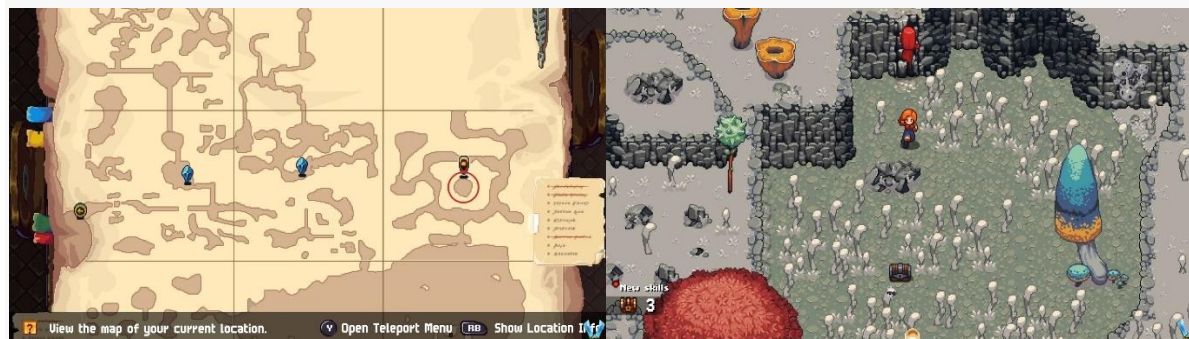
## ! Perpetua Flower Fields

There's a ton to explore here. Don't worry, most of the southern area is empty so that's good at least. From where we start (right outside the forest that takes us to the lighthouse) head north into the forest and follow the path north as if you were going to the lighthouse. When you reach the area where we set up camp a scene will play and we'll end up having **Pignon** joining the clan. She'll open an onsen once we reach certain clan rank.



Head back south outside and from the quick travel crystal, go east to find a chest containing **Passive RAM**.

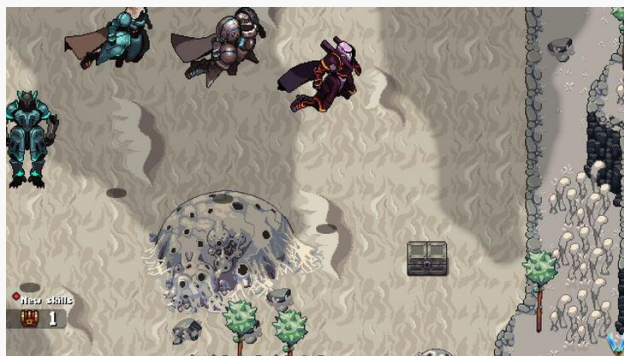
Now we can fly east into the next area. Here there's not much we can really do. We can't get off our SA but on the southern side and run north. Sadly those huge black Yak enemies are WAY too strong for us. It's possible to beat a single one if you grinded proficiencies enough, but more than one is too much at this point. There is ONE thing we can do though. Open your map and do you see the piece of land in the middle? You can land on the northern side where the red tree is. Land here, climb down the wall go open the chest for **Sacred Water**. Always welcome.





Ignore the rest of the area for now and head south into the next one.

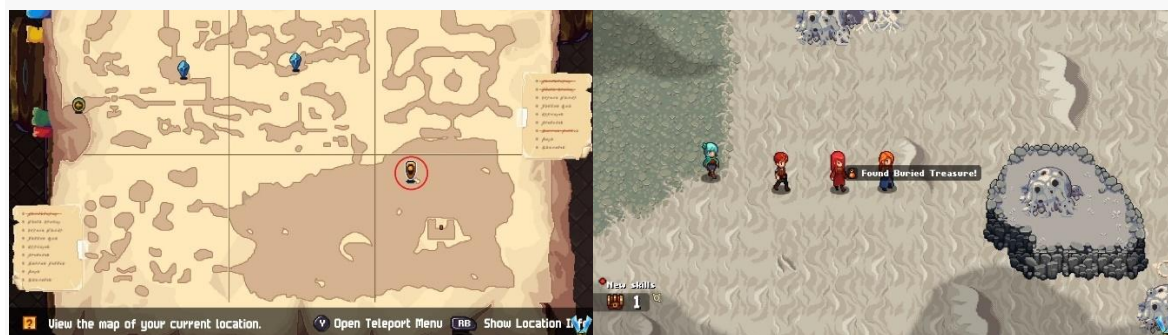
Here we have a little desert. Again not much going on but going south you can find a camp with some scientists. To the east is a **crystal source** and to the south is a building, which the scientists say it's a church and it's the only thing to survive the explosion as if nothing happened. Divine protection? Go to the southeastern corner from here to find a metal chest with **Offensive Drones O200**.



Anyway, to the northwest you can find a rock with one of those blue tree mushrooms and next to it a **buried treasure** mark.



If you follow this northeast you'll find another rock with the second mark next to it. Go a little to the left of this rock (near the top) to find the treasure. It's **Guarding RAM**.



Go west now into the next area. On the northern side you can find an adventurer who gives us hits for the Unique Monsters of this area:

- You can find the monster in front of some cave in the southwestern corner of Perpetua.
- Suspicious sand swirls in the southeastern corner of Perpetua.

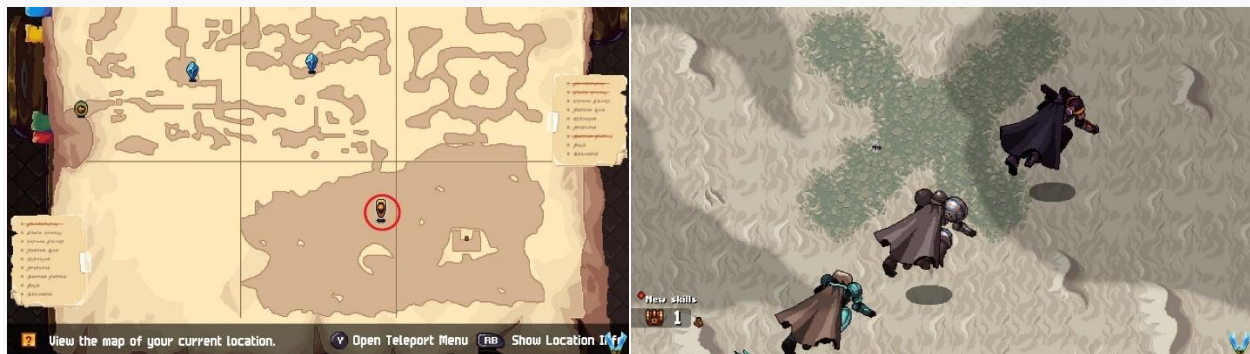
Open your map and directly south of you is a piece of land that looks like a **C**. Head down there to find a **crystal source** and more importantly a **hidden cave** with **Koncerz** inside, a weapon for Victor.



If you go to the southwestern corner of the area you'll be able to spot a metal chest with **Elemental Canon M200**.



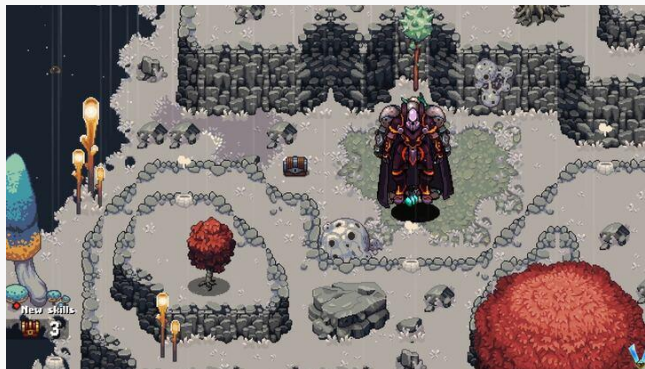
You'll notice that there's an arrow made out of rocks pointing northeast. Follow this arrow and it'll take you to a large **X** on the ground (made out of dirt). Check the center of it to find a **Soul of Farnese**. Neat.



That's about it for this area. Go to the northwestern corner of the area to find some **crystal sources**, but after that head west into the next area.

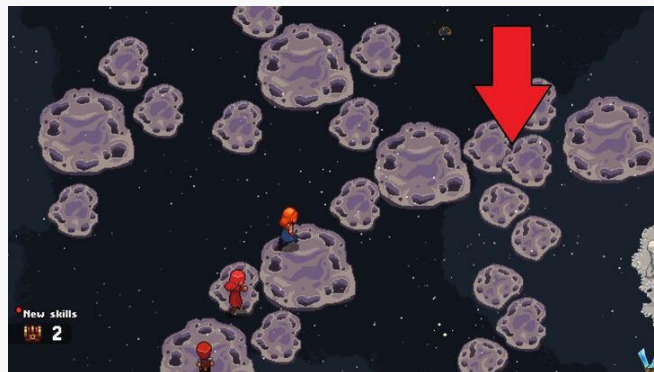


This here is a puzzle that has us going all over this area. We'll need to be making mushroom bridges and whatnot so read closely because it can be confusing. From the start get on your SA and simply fly directly south to find a chest with **Tough Rips x7**.

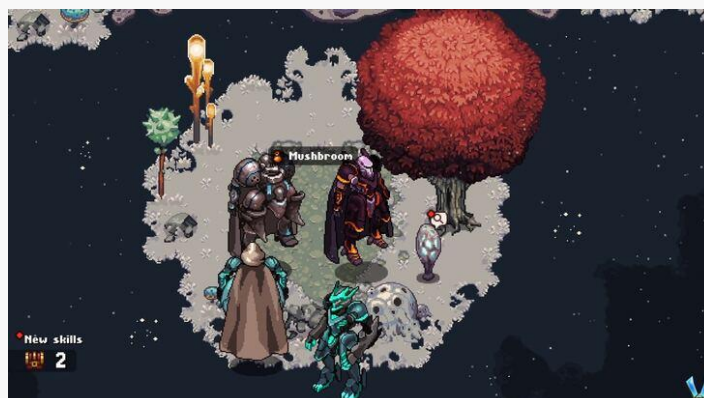


Return back north, cross the bridge and place some liquid on the fungus to create your first mushroom bridge. Follow this bridge and in the next isle go south, place a drop on the fungus on the left and go south to another mushroom bridge. Follow this bridge to the far south and place a drop on the fungus at the end.

Return to the mushroom bridge and as you start going north you'll see there's a new path on the right going south.



Follow it and place a drop on the fungus at the end. This connects this little isle to the one to the left but also creates a mushroom bridge to the left. There's nothing for us if we follow it right now so ignore it for now, return north to where we started so you can board your SA and now fly to the bottom middle of the area, to a little isle with a red tree.

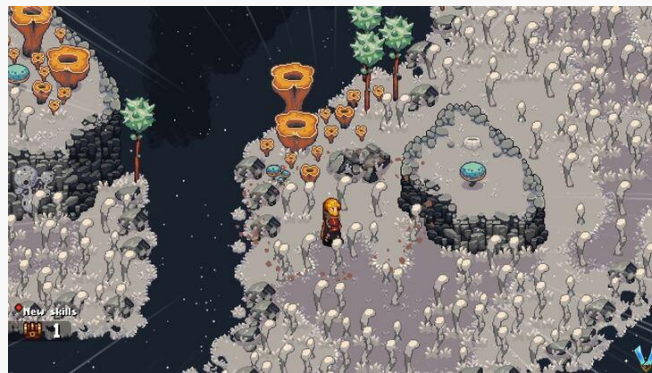




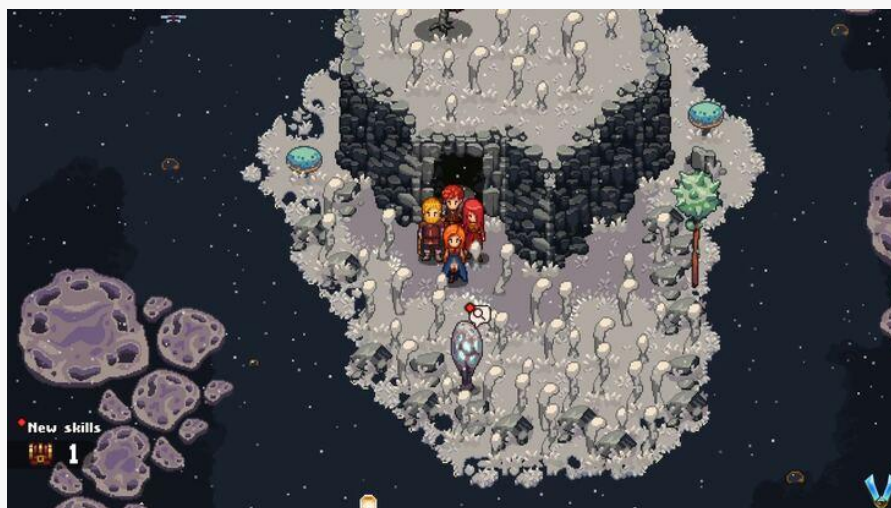
Go ahead and place a drop on the fungus here and it connects the mushroom bridge above. Nice. Now, while hovering go east on the water and north. Keep your eyes on the right side to find a chest with **Giant's Hide x8** inside.



Return to the isle with the red tree and now go west until you hit the edge then go north. You'll be in between 2 isles: the left one has a cave. You can get on the right isle and get off your SA here.



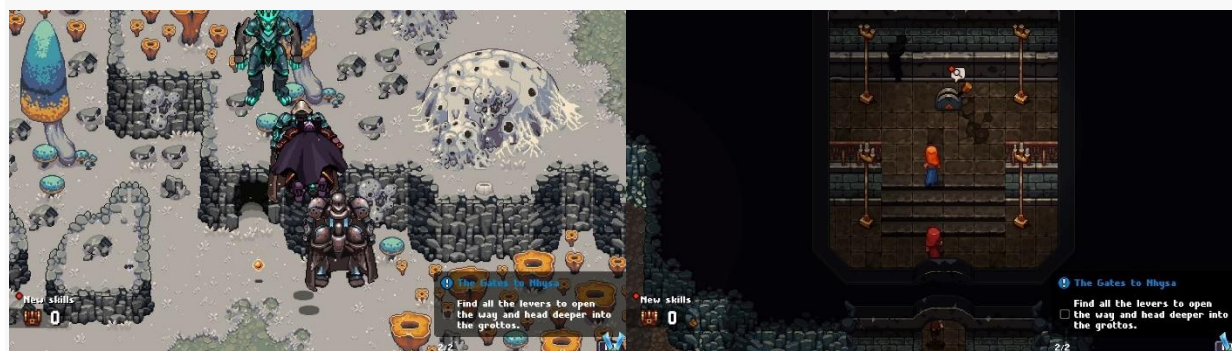
Once you do head south and place a drop on the fungus. Now go east across the mushroom bridge and place another drop on the other fungus. Return to where you got off the SA and you can now cross the water and go into the cave. Do so and it leads to that isle to the east that has a fungus. Place a drop on in.



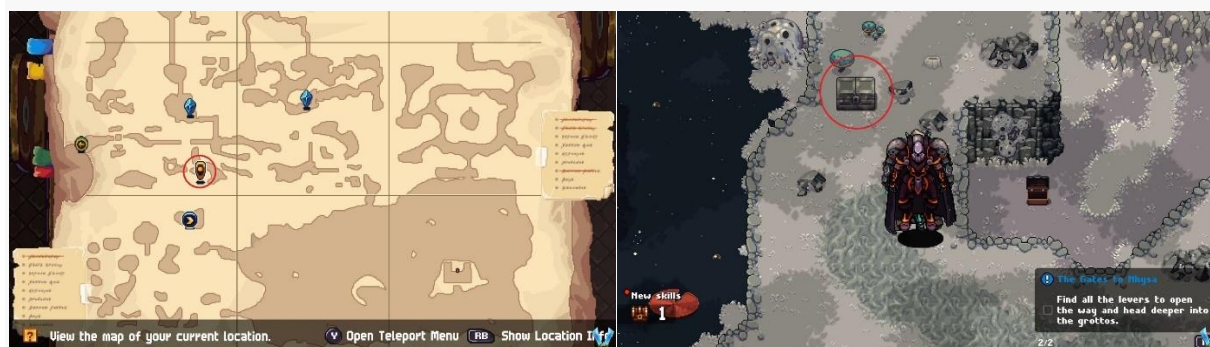
And with that head back through the cave and go back south to the isle with the red tree. From here we can now go north following the really long mushroom bridge we created to reach the golden chest that has another **Soul of Farnese**.



Before we leave this area get on your SA and check the northeastern corner of this area to find a cave. Head inside and follow the tunnel to find a lever. This is the third one we find! It'll make sense once we start a sidequest after the next main quest.



Exit the cave and go north into the next area. You should be able to spot a metal chest here with **Status Resist I RAM**. If you haven't done so already, land where the barrier used to be and take the mushroom path to the south. This leads to an island on the center map containing **750a**.



And that's about it! Time to head on to Farnsport.



## 8 Farnsport

As you land go east into the next area, then go north and go speak to the blacksmith we met hours ago, **Deimsch**. After a little talk him and his wife will leave this place and join the clan. Neat. We can now upgrade our stuff in the base.



Now go ahead and exit out to Rohlan Fields.

## 8 Rohlan Fields

There's a couple of things to do here. Near the western exit (the one near the bottom of the map) you can find a metal chest on a ledge overlooking the water with **All Out RAM** inside.

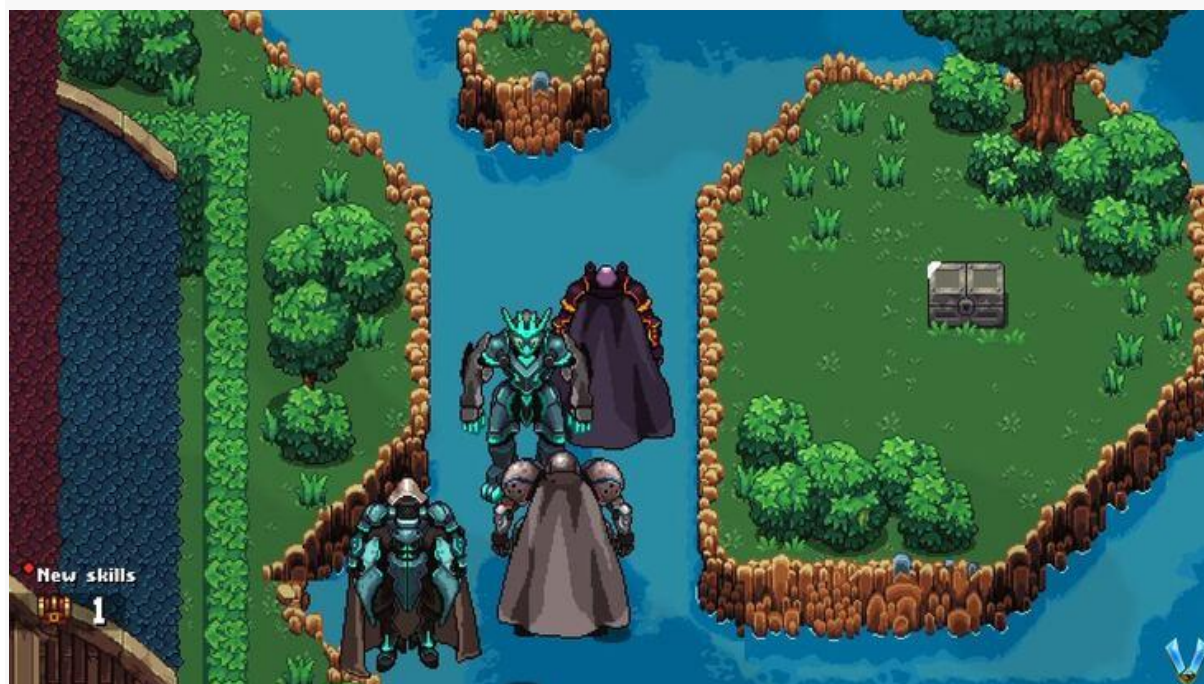




Open your map and look to the area to the west. You see there's an isle at the bottom, directly to the right of the name "Seaside Village"? Head on over there to find a lone metal chest with **4 Element Resist RAM**.



Now open your map and locate the lake to the north. See that island in the middle? Fly over there to find a mansion on it. We can't enter the mansion right now but check the right side to find a little isle that has a metal chest with **Attacker's RAM** in it.



There's also a cave behind the waterfall to the north of the house but I'll cover that in the sidequest where it belongs. We'll get it in an hour or so. And that's pretty much it for world exploration! We are going to Basil to continue with the main quest. See you there!

# Searching for a Princess

*Our clan needs more allies. Princess Amalia might be the right candidate. Let's find her!*

## Rohlan Fields

### ! Search for the contact in Basil



How was that exploration page? Was it long? Took me a while to write up. For this quest head on over to Basil in Rohlan Fields and a scene will play as we approach. It seems Frederik's army already came and destroyed everything. Damn. We'll also meet Heinlein. He's the goat that was with Victor at the very start of the game, the one that gave us our chips to play.

After a little talk with him we'll know that we need to contact Princess Amalia, but for this we need to talk to another contact, and he's in Farnsport. Time to head over there.

Once you regain control go ahead and fast travel to the crystal inside the city.

## Farnsport

### ! Search for the contact in Farnsport

Once in the city head east into the next area (which is where we previously found the blacksmith) and from here head south towards the docks but before go down the last set of stairs go west across the boxes. Remember back then there was nothing in these tunnels? Well now here's our contact. Head north twice to trigger a scene with our contact, Faran. You remember him!

It seems some enemy soldiers were following us. Oh well, time to kill them all! They're not hard (your normal soldier enemies) so go ahead and kill them, focusing on the mage first. After you deal with them Faran will trust us and tell us that Amalia is being held at a military base near Arkant. After a little back and forth we'll go rescue the Princess with the help of Faran and the others.





8 Head for the Phyon Oasis

Once you regain control, leave the tunnel and call your airship. Phyon Oasis is located northeast of Farnsport.



Phyon Oasis

Enemies & Monsters

|                                                                                                              |         |         |                                   |                                                   |
|--------------------------------------------------------------------------------------------------------------|---------|---------|-----------------------------------|---------------------------------------------------|
| <br>Guardian Mage           | Human   | HP 1000 | Strong to Light,<br>Weak to Dark  | Soldier Crest (Uncommon)<br>Stolen Diamond (Rare) |
| <br>Guardian Soldier       | Human   | HP 1000 | Strong to Wind,<br>Weak to Earth  | Soldier Crest (Uncommon)<br>Stolen Diamond (Rare) |
| <br>Support Drone Wielder | Machine | HP 8000 | Strong to Earth,<br>Weak to Wind  | Scrap of Iron (Common)                            |
| <br>Sword Wielder         | Machine | HP 9000 | Strong to Earth,<br>Weak to Wind  | Scrap of Iron (Common)                            |
| <br>Terror Terrier        | Beast   | HP 1000 | Strong to Water,<br>Weak to Earth | Ball of Hair (Common)                             |

8 Rescue Amalia

Watch the scene as we enter and it'll be time to rescue Amalia. We have an optional objective to skip all the fights but I have no idea what this gives us. I couldn't skip them all so that's probably why.

From where we regain control don't go through the main entrance. Instead let's go north first. As you get to the top area past the merchant (stock up if you need to), you can find a **crystal source** and almost in front of it is a chest under a palm tree that has **Angel Wing** inside.



| PHYON OASIS - MERCHANT |         |                     |           |
|------------------------|---------|---------------------|-----------|
| -S-                    | WEAPONS | -S-                 | ARMOR -S- |
| Spatha                 | - 1500a | Leather Breastplate | - 1500a   |
| Karspoon               | - 1500a | Scale Armor         | - 1500a   |
| Composite Bow          | - 1500a | Robust Coat         | - 1500a   |
| Needle                 | - 1500a | Magic Gear          | - 1500a   |
| Sapphire Amulet        | - 1500a |                     |           |
| Ninjatou               | - 1500a |                     |           |
| Hakenbuechse           | - 1500a |                     |           |
| Spek                   | - 1500a |                     |           |
| -S-                    | USABLES | -S-                 |           |
| Snack                  | - 100a  |                     |           |
| Meal                   | - 1000a |                     |           |
| Sweets                 | - 200a  |                     |           |
| Panacea                | - 50a   |                     |           |
| Eye Drops              | - 50a   |                     |           |
| Alarm Clock            | - 50a   |                     |           |
| Antidote               | - 50a   |                     |           |
| Lozenge                | - 50a   |                     |           |
| Sage                   | - 50a   |                     |           |
| Angel Wing             | - 400a  |                     |           |
| Repair Kit             | - 600a  |                     |           |
| Exchange Parts         | - 1000a |                     |           |

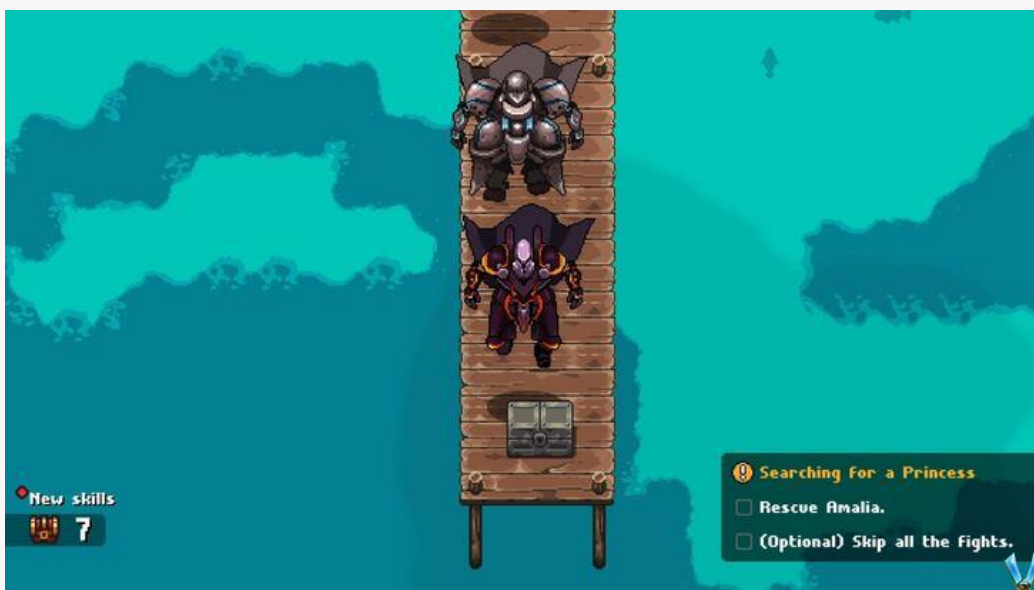


Return to the entrance and go south now. You'll find a metal chest near the water with **Sword & Shield S200** inside.



Get on your SA, go around the wall and to the right you'll find a pier. At the end of it is a metal chest. Get off on the beach and head south to get to it. It has **Bowgun B200**.

If you do want the reward for the stealth objective, you can travel along the sea to the south and postpone getting most of the treasure in the dungeon. This will get you to the building Amalia is held in without running into enemies.



Head back up to the beach and go left to find a chest with **Demon Leather x3**. Head east and go north up the slope to reach a fork. To the west is towards the entrance and there are some enemy Sky Armors. Ignore this path and go north across the bridge. As soon as you do to the left you can jump into the river. This just takes you back to the entrance so ignore it, but instead follow the edge of the river north and you'll find a chest on the left side with **Elastic Wing x2**.

Go inside the house here and the back door leads to a tunnel. Follow said tunnel and at the top you'll see a fork. Go up the door to reach higher ground back outside. Out here go right and north to find some enemies. Deal with them and board your SA to cross the river to find a pair of chests, these with **Defense Gorget** and **Danforth**.



Return back inside and continue right. This will take you to some enemies. We already killed some so we might as well. Ignore the first path leading north, kill the enemies and go north at the fork past them to get to a chest with **Phantom Cloak**.

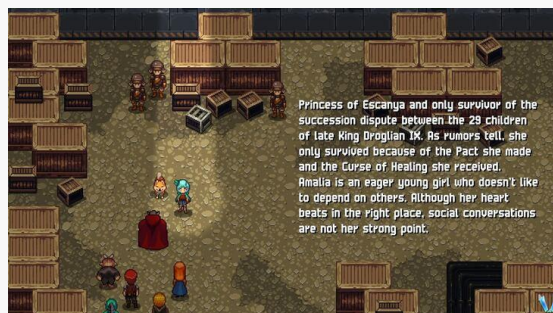


Head south from here and outside. Board your SA and take out the enemies to the south. From here go east past the bridge and enter the first building to the north. As you go through it a scene will play where we meet with Amalia, which is the little girl that helped us at the start of the game. After some scenes we'll have to fight some soldiers. These are the same as the ones we fought back in Farnsport.





After the fight watch some more scenes and Amalia will join the party. Nice! If you succeeded in the stealth objective, you'll get **Healer's RAM**.



Amalia is a healer, a big time healer. Sadly all of her skills are lv.1 and she only gets 500SP, which is barely enough to level up a couple skills. She is really good, especially if you give her some Class Emblems so she can learn some offensive spells like the Summoner, but she feels weak right now in comparison to your main healer (Victor for me). Keep using her and having her gain SP so you can level up her skills and you won't regret it.

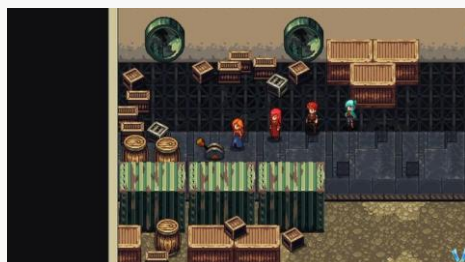
### ! Search for the other resistance members

When you regain control head southeast in between the crates and open the chest to find **Fine Wool x2** inside. Continue east into the next room. There's nothing in here so head to the bottom of the room but keep an eye on the right side for a lever you can flip. Do so. This opens the gate halfway.



Exit the building through the door on the bottom left and once outside head right (the half opened gate is to the north) and enter the next building. In here go right when possible and follow this path to find a chest in the corner with **Ancient Skull x2**. Head north now and right once again when you can to find another chest, this one with **Cool Scarf**.

Head north from here and in the upper left corner you'll be able to find the second lever to open the gate fully.





Enter the eastern room now and check the right wall to find another lever. this one will open the gate to the right. From here head back west and exit the building. Once back outside head north now through the gate we just opened and go left when you can to find a chest behind the building with **Crit Damage Up Crystal**.

Head east now, destroy the enemy Sky Armors and at the fork go north first to find a chest at the end with **Gain TP after Kill Crystal**.



Head south now through the gate and being careful go left and into the building. Once inside go right and flip the lever to fully open the gate, and open the chest for **Alarm Clock x2**.

Head back outside and back north so you can get in your SA and destroy the ones to the south. After you do go southwest to find a **crystal source** and a very sneaky chest with **Platinum Ore x2**.



Head east and the path will start going north. Keep your eyes peeled because there's a path going east. Follow it for a pair of chests, they have **Yahnagi Bow** and **Ether Cannon E200**.

Head north now and when you go up the slope, before you continue going north go west first for a chest with **Gemstone Jerkin** and a **source crystal**.



Return and go north now and inside the building. From the entrance go right, open the chest with **Tsurugi** (awesome upgrade for Sienna) then continue north to trigger a scene where we find the rest of the members and then we'll be fighting some more soldiers. Your normal soldiers.

## ! Leave the Phyon Oasis to the north

Once you re gain control leave this building and head towards the quest marker but make sure to save your game before you get there. There's a merchant and a **crystal source** on your way so that's a great spot to save. Using your SA, go over the river to the NW of the merchant to find a chest containing **Great Sword GS200**.

Once ready continue to trigger some scenes where we find who's our traitor and that damn Mattheye. Time to fight him! We've got 2 boss fights back to back so I'll leave you to them.



Time to fight this guy! I've been wanting to do this ever since he killed that NPC in the castle! He's in a tank so that means we're using our SAs for this fight!

Honestly, in comparison to our last fight with SAs (which was that damn Kondor!), this one is much easier to deal with. One of the reasons is because he doesn't have double turn. He only has one turn and his attacks do ok damage. Oddly enough his party wide attack hits much harder to all party members than the individual attack. That's usually not the case but it definitely is here. But nothing a Repair All or two can't take care of.

So for this fight you'll mostly want to attack... yeah. Pretty bland, huh? Well, since you probably exchanged weapons and chassis of the Sky Armors I can't give you detailed things, but I can definitely give you pointers. Poison works well on this guy. You can poison him for quite a bit of damage every turn. That's really nice. If you still have counter mode with Glenn that also works. For some reason Mattheye tends to attack Glenn a lot so that'll come in handy.

Ba'Thraz, if he's still using elemental attacks, wind is the way to go. Mattheye takes SO much wind damage is crazy, especially if you're in Gear 2. If you haven't changed anything with Victor, have him heal whenever you need it and use Defensive and Offensive Break to really mess with him.

As for Sienna, Hornet Dance is amazing. If you manage to hit him more than twice then it's really good. Use that and ignore using stuff like Leg Sweep.

When the boss is nearly dead he'll start a countdown. You'll see these countdowns more in future SA fights. You need to kill the boss before the countdown reaches 0, otherwise... goodbye. Once this countdown starts Matthee will stop attacking and just prepare the attack. Go ALL out here to deal with him ASAP.

- **Attack:** hits one character for around 550 dmg.
- **Cannon Storm:** hits all party members for around 1000 dmg.
- **Ultimate Attack:** game over.

There are some very creepy scenes that play out after the fight, but we'll end up in a second fight against him. Thankfully they give you a chance to save your game so do so in another save file if you want.



Fight #2 with this jerk! Thankfully this is also a fairly simple fight and we're fighting without our SAs. These fights are MUCH easier.

Well, to begin with, Matthee now acts twice per turn so keep that OD gauge in check at all times. But honestly that's pretty much where the "difficulty" of the fight ends. We have Amalia now which is an amazing healer, but given that we just got her she'll feel super underwhelming in comparison to Victor (which I had already said). Unlike Victor though (or whoever your healer has been at this point), she does have a skill called **Risky Heal**, which super heals your party. The bad thing is that she'll have to skip her next turn. This is used mostly in emergencies where you REALLY need the healing... but here is not the case.

Forgotten Matthee may look intimidating, but he is just another boss. You can have Sienna and Robb inflict Bleed/Poison to have him take a bunch of damage each turn. He also has a Danforth weapon you can steal (weapon for Tomke the goat) so grab that. Lenne isn't your main damage dealer this time since he's weak to darkness so have Ba'Thraz come out and use his darkness weapons. He can do quite a bit of damage, especially when you summon your weapons so that's great. Sadly I had him paired up with Sienna so I had to switch her out after inflicting Bleed and stealing.

As for Glenn, he'll do his usual: use your Ultra Move to lower all the boss's stats then just straight up spam Cross Slash and lower his stats whenever it's needed. Victor we already talked about, but also have him buff the party up.

As for the fight... there's nothing to say. He only has the 2 attacks listed below and he usually just uses one and one, making it super easy to heal.

- **Attack:** hits one party member for around 35 dmg.
- **Fists of Nova:** hits the entire party for around 40 dmg.



After the fights several scenes will play out where we'll be back in New Wyrnshire with Bran. Enjoy the scenes that play out. (Amalia seems to be a fun character.)



## Looking for Allies

*The group is waiting for Cameron's word. Until then, you should search for new clan members.*

### Side quests

Well, after that previous quest we now have Amalia in our party and some resistance members on our island. Before we continue the main quest, there are some side quests we can do. I actually did these before continuing with the story so I recommend you do the same. The first link below, we start this one here on our island.

- [The Gates of Nhysa](#) (or pg.384)
- [Into the Maelstrom](#) (or pg.391)

Once you're done with those sidequests, let us continue!

### ! Meet the mysterious person in the north of New Wyrnshire

Fast travel to any crystal in New Wyrnshire and a scene will play out where we see the church people talking to the people. Seems like they're doing a good job convincing them to believe in their god. Hmm.

Once we regain control, fast travel to the crystal to the north and head west into the alley. Go inside the marked building to trigger a scene where we see none other than Kylian. Nice to see you again traitor. Seeing this scene here reminded me a lot of Delita from Final Fantasy Tactics.

### ! Check if there is any news from Lady Bran

Leave the building and go talk to Bran to the north of New Wyrnshire. A scene will play before we enter the castle where we see Sandar hanging. He's the guy that was keeping tabs on Bran in the name of Frederik. Ooh, she's officially joining us? Head inside to have these scenes continue.

## ! Talk to Torman after finishing preparations

Once these scenes are over we are to storm Tormund and take back the Grimoire. We have to make preparations before we leave because we won't be able to come back. Don't worry, if you've been following the guide you shouldn't really need to make any preparations, unless of course you haven't been upgrading your equipment (we'll still find shops and an anvil where we're going). Leave a save file just in case you need it.

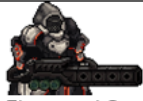
Once you're ready go ahead and talk to the bird next to Bran and let him know we're ready to leave to have some scenes play out where we ride our ship and Sky Armors towards Tormund. During these quests we'll land and the quest itself will end, starting the next one right away. See you in the next page!



## Storming Tormund

*The party sets off to steal the Grand Grimoire once and for all. Will they succeed?*

### Enemies

|                                                                                                                    |         |          |                                   |                                                         |
|--------------------------------------------------------------------------------------------------------------------|---------|----------|-----------------------------------|---------------------------------------------------------|
| <br>Baki Fighter                | Human   | HP 10000 | Strong to Earth,<br>Weak to Water | Heart of the Baki<br>(Common)                           |
| <br>Elemental Cannon<br>Wielder | Machine | HP 11000 | Strong to Earth,<br>Weak to Wind  | Scrap of Iron<br>(Common)                               |
| <br>Guardian Mage               | Human   | HP 1000  | Strong to Light,<br>Weak to Dark  | Soldier Crest<br>(Uncommon)<br>Stolen Diamond<br>(Rare) |
| <br>Guardian Soldier            | Human   | HP 1000  | Strong to Wind,<br>Weak to Earth  | Soldier Crest<br>(Uncommon)<br>Stolen Diamond<br>(Rare) |
| <br>Sword Wielder               | Machine | HP 9000  | Strong to Earth,<br>Weak to Wind  | Scrap of Iron<br>(Common)                               |
| <br>Terror Terrier              | Beast   | HP 1000  | Strong to Water,<br>Weak to Earth | Ball of Hair<br>(Common)                                |
| <br>Tarynean Elite Soldier      | Human   | HP 170   | Weak to Fire                      | No Loot                                                 |

We are on the eastern side of the castle. We can use our SAs, but only in hover mode for now. We need to deal with the ASACs (cannons) in order to fly. Let's do that!

## 8 Deactivate all ether cannons (6)

From where we start we have a merchant to the north. Check him out if you need to then head west and up the stairs. There are some enemy SAs up above so be careful. Again they are mostly the same as the ones you fought when rescuing Amalia so you shouldn't have a problem against them.

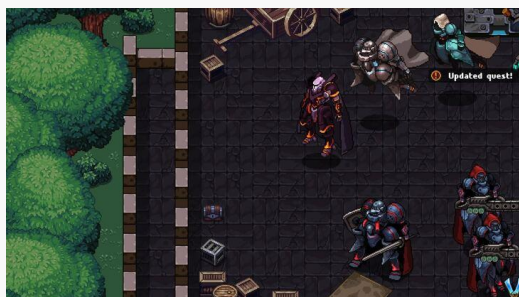
From these guys though head east and turn off the first **cannon**.



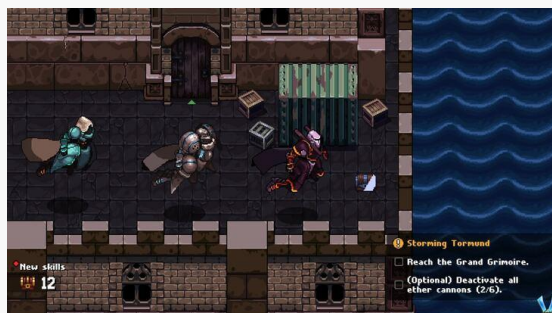
| TORMUND CASTLE - MERCHANT |                |                     |         |              |
|---------------------------|----------------|---------------------|---------|--------------|
| - \$ -                    | WEAPONS        | - \$ -              | - \$ -  | ARMOR - \$ - |
| Spatha                    | - 1500a        | Leather Breastplate | - 1500a |              |
| Earspoon                  | - 1500a        | Scale Armor         | - 1500a |              |
| Composite Bow             | - 1500a        | Robust Coat         | - 1500a |              |
| Needle                    | - 1500a        | Magic Gear          | - 1500a |              |
| Sapphire Amulet           | - 1500a        |                     |         |              |
| Ninjatou                  | - 1500a        |                     |         |              |
| Hakenbuechse              | - 1500a        |                     |         |              |
| Spek                      | - 1500a        |                     |         |              |
| - \$ -                    | USABLES        | - \$ -              |         |              |
|                           | Snack          | - 100a              |         |              |
|                           | Meal           | - 1000a             |         |              |
|                           | Sweets         | - 200a              |         |              |
|                           | Panacea        | - 50a               |         |              |
|                           | Eye Drops      | - 50a               |         |              |
|                           | Alarm Clock    | - 50a               |         |              |
|                           | Antidote       | - 50a               |         |              |
|                           | Lozenge        | - 50a               |         |              |
|                           | Sage           | - 50a               |         |              |
|                           | Angel Wing     | - 400a              |         |              |
|                           | Repair Kit     | - 600a              |         |              |
|                           | Exchange Parts | - 1000a             |         |              |

Return to the fork and go south and east at the bottom to find a chest at the end with **Gemstone Jerkin**. From here go west all the way until you see a door to the north you can go in. Head inside and go through the building to find our second **cannon** at the top guarded by some enemy SAs. You can actually go around them and not fight if you wish.

Do check left of these SAs to find a chest with **Exchange Parts x2**.



Head back down this tower and return northeast to where we fought the first SAs. From here head north now and east at the next fork to find another tower we can go inside and a chest outside with **Demon Leather x2**.



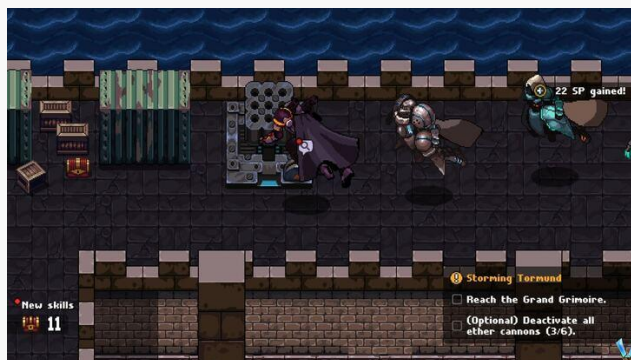


Head inside the tower and go to the top to find some soldiers. Kill them and head up some more to find our next **cannon**.

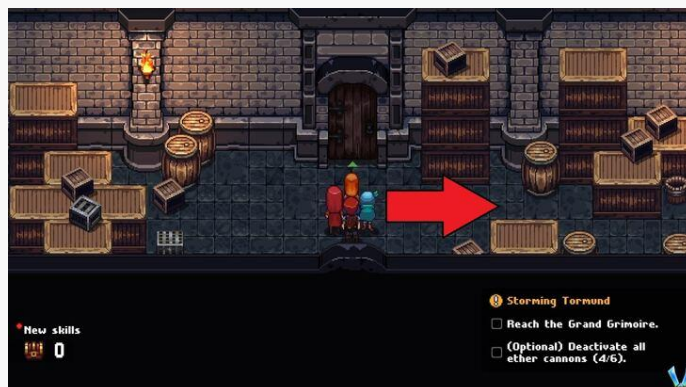
Head back to the bottom of the tower and go north from here to the top where you'll have to fight some **Baki Fighters**. Remember one of these guys tried to scare us back then? Yeah, time to kick their ass! Thankfully we have our SAs. They're not that hard either. They mostly just punch you and can enter counter stance. When they do don't attack them.



Past them is another **cannon** and a chest next to it with **Pirate Gun**, a nice upgrade for Amalia.



Continue going south and to the left of where we fought our first enemies is a staircase going down. Go down and to the far south to find a chest with **Halberd**, a nice upgrade for Lenne once you upgrade it. Head north from here and go through the door next to the stairs to be in a hallway. Before you go through the door go right between the boxes to find another door.



Go through this second door to find an area that has a chest with **Ovelia FO200**. A VERY nice upgrade for whoever has the SA FO100. Return inside and now go through the first door to find a chest to the far north with **Exchange Parts x2** and a **cannon** to the right. This is the fifth one!

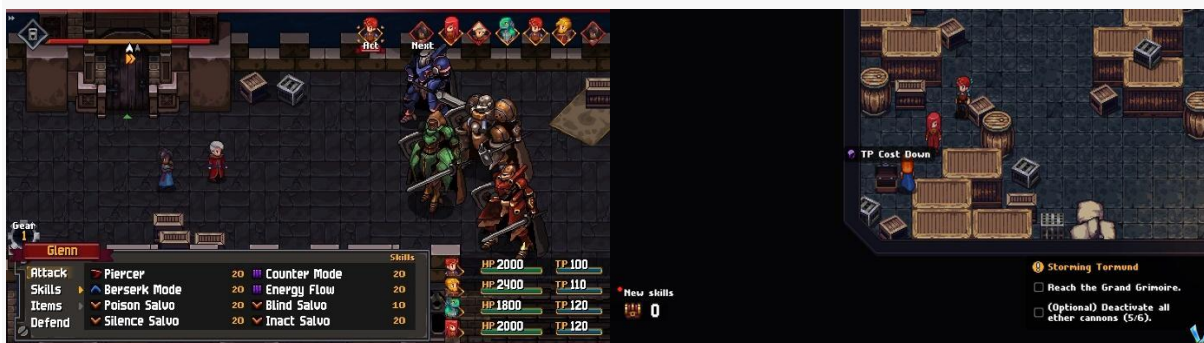


Head back and go up the stairs. From here head north following the west path and go west when possible to find some more Baki Fighters. Deal with them and follow the path as we go up the staircases until a scene plays where June and Gwayn (who we know very little of) stop us. Something VERY interesting plays out here where we see the white door Glenn's been seeing all this time. Whoa!



Eventually we'll end up in a fight against them, and in our SAs. Well, this is something. June will be mostly laughing at you and not doing anything. Gwayn on the other hand, he'll be snapping his finger and dropping the HP of one character to 1. That's about all they do. I'm not even sure if you can die in this fight. You can attack them all you want but I just healed a little bit the character whose HP dropped to 1 and eventually the fight will be over. Are they bad? I always pinned them as the bad guys. Hmm.

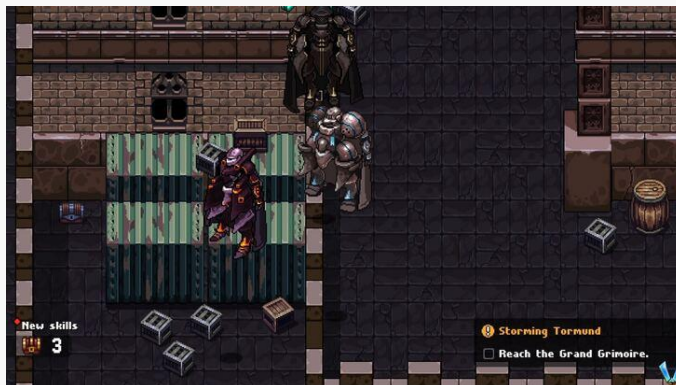
Once we regain control go inside the tower nearby, go up one floor and open the chest in the bottom left corner for **TP Cost Down Crystal**, then head up to the top to find the last **cannon**. We can now fly! But we need to go back down the tower first for some reason.





## 8 Reach the Grand Grimoire

Now that we can fly let's go collect the 7 chests that remain. Let's start by continuing going west and over here you can find a chest with **Nectar**.



From here you'll see the door marked 1 on your map. That's the way forward but leave that for later. A scene will play as you get close to it so go ahead and watch it. You can continue right after. Damn that stupid bird!



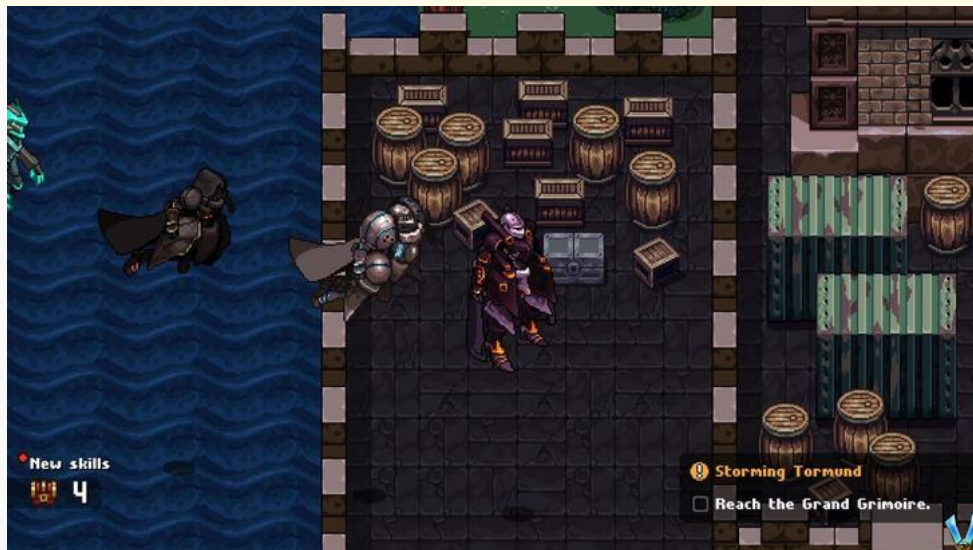
From here head south to find a little forested area. Fly around it and spot the 3 chests containing **Dragon Mail**, **Kerberos FK200** (good SA upgrade), and **Merlin FM200** (another great SA upgrade).





From this forested area go directly right to find another metal chest, this one has **Agamemnon FA200** inside.

**NOTE:** I had difficulty opening this one up for some reason. Couldn't open it no matter what I tried. If it happens to you try running to the bottom of the screen and run back up (without your SA). That's what worked for me.



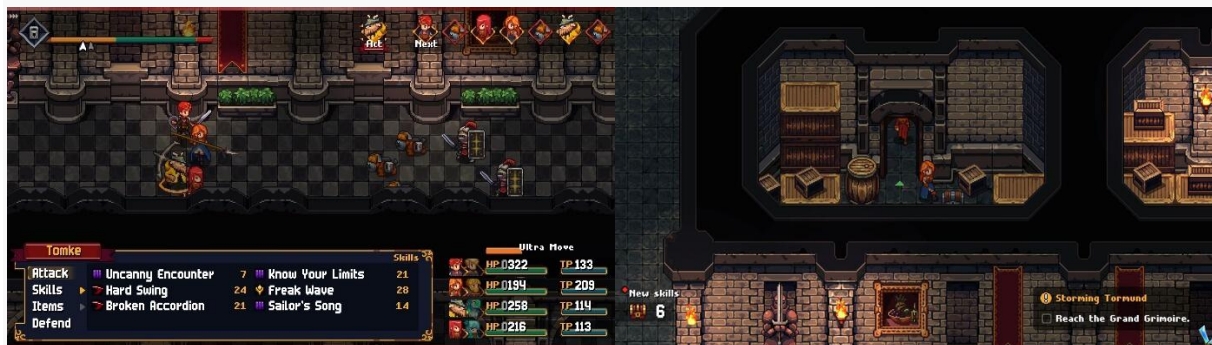
Lastly, head to the top where we fought the first Baki Fighters and just south of the passage is an area where you can land. Here you'll have to fight a whopping 10 enemy soldiers. Thankfully you can fight them in your SAs... which make this a laughable fight haha.

Once you kill them though go ahead and open the chests behind them for **Paris FP200** and **Hammer & Shield H200**, more SA upgrades. I dig!



And that's it for this area! Go ahead and head to the door on the west side marked as 1 and go through to enter the castle itself.

In here we'll be fighting more soldiers and some of those dogs that shoot out rockets that hit everything, so basically enemies we've already encountered. From where we start go south to the diner and open the chest on the right for **2300a**. Go south to find 2 smaller rooms. Check the left one to find a chest with **Fine Wool x2**.

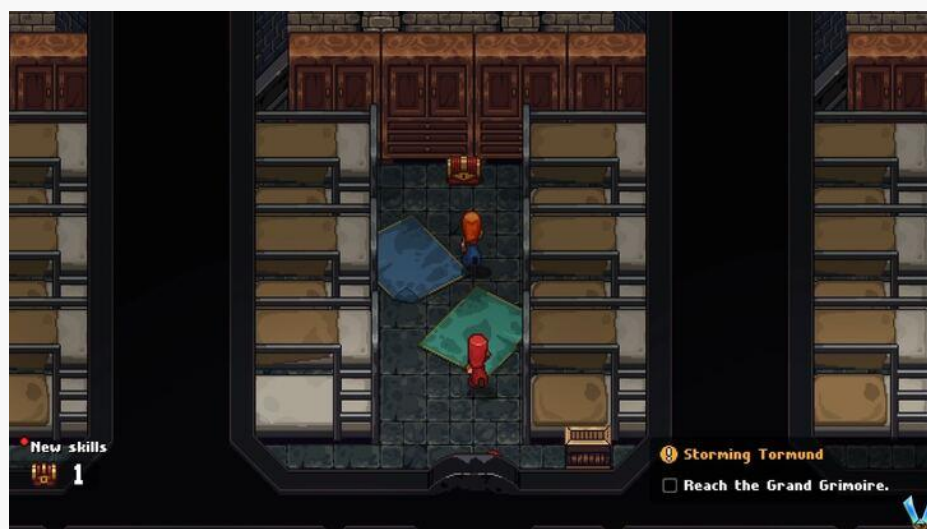


Try going south some more and a scene will play where we see the current captain of the Valkyries looking for us. Uh oh. We cannot continue this way so head back north to the top and head west now. The first 2 doors lead to the same empty room so ignore them, kill the enemies to the left and enter the next room to find the weapon room with a chest that has **Strong Suit** inside. There's also an anvil in here if you need to upgrade anything.



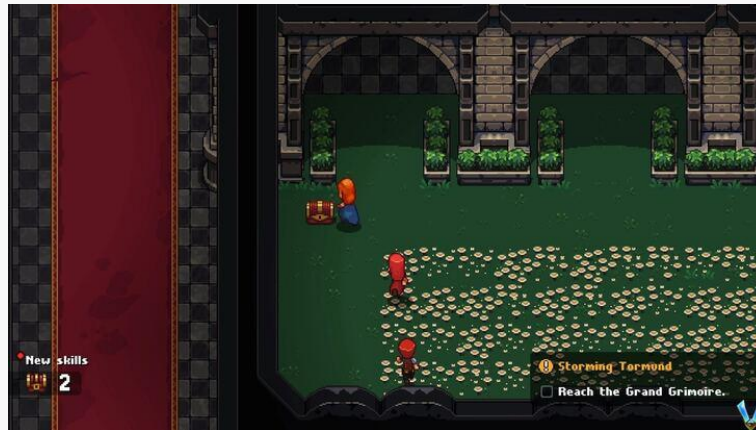
The next room to the left is the kitchen and has a merchant. Buy anything you need then head south to find a chest on the left side of the open area with **Angel Wing**. Continue south until you reach the 2 little rooms. Enter the left room to find **Meal x2**.

From here go right to a fork. Go up and right to be in a hallway with 3 rooms. Kill the soldiers and enter the middle room to find a chest with **Yahnagi Bow**.

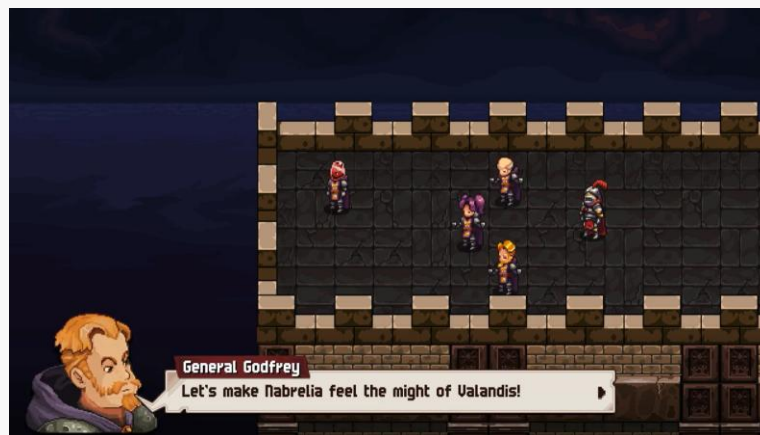




Return south and check the large open area in the southwestern corner to find a chest with **Topaz Amulet**.



Head east to the entrance of the castle and head up to the next floor. Once up here head west to trigger a series of scenes where we see Nabrelia get obliterated by the Generals and their newfound powers. This is horrible. We need to kill these Generals ASAP!



Once we regain control get on your SAs and head left to find some Baki Fighters. Kill them and continue. **SAVE YOUR GAME** before you enter the next room because some scenes will play out and afterwards a boss fight!





## BOSS FIGHT: STURM & DRANG



This fight... I thought it was going to be one of those really difficult fights because we have 2 targets (which we haven't had in a while), but these guys I found to be very weak.

So we have the blue soldier that focuses on single target attacks (that hit pretty hard) and the green soldier that focuses on party wide attacks. I don't know why but I attacked the green soldier first. Don't. Attack and focus on the blue soldier first. His attacks deal a ton more to a single target, which for me is much harder to heal.

For this fight I highly suggest you use Glenn's Ultra Move as soon as you can. This is to of course lower the damage they do, but also because they have a combo attack that can kill a party member if their HP is too low. Glenn's Ultra Move REALLY helps combat this but you can't know when this is happening so good luck.

Focus on single target attacks throughout the fight. Have Sienna/Rob Bleed/Poison the blue soldier while you have Victor heal and buff you up. Since they should be debuffed, have Glenn spam his Cross Slash to do tons of damage. Lenne is one of your main damage dealers, as she normally is. They soldiers are weak to wind and earth (one each) so having Lenne take advantage of that is great. If you don't have an earth spell with her, just use the wind spell on the one that's weak and any other spell will do against the other.

Overall not that hard of a fight. Focus on the blue soldier first (unlike me) to have an easier time. Once one is down the other one doesn't really power up or do anything crazy so feel free to go ham on them.

- Drang
  - **Eindrang:** hits one party member for around 100 dmg.
  - **Sturm and Drang:** hits one party member for around 200 dmg.
- Sturm
  - **Sturmwind:** hits the entire party for around 20 dmg.
  - **Sturm and Drang:** hits one party member for around 200 dmg.

After the fight there will be tons of scenes, and we see what looks like the past of our party members? After that... enjoy the scenes! They get pretty good! After the scenes the quest AND act will come to an end. We're told what happens after getting the Grand Grimoire and what's happening in Valandis.

# Mysterious Girl 2

*Lenne is bored and wants to get away from the evening's event.*

Although we technically finished Act II, let's add this in there as well.

Enjoy the scenes that play as we start where we see Lenne and Timothy listening to the speech. Eventually this guy called Van comes in and it seems he's to marry Lenne? Hmm? Anyway, we'll end up in a puzzle. Our objective here is to move the red orb onto the golden plate.



Once you do it we'll have a slightly harder puzzle. Here we're told about the green/blue blocks and that we can move the orbs towards them. The gray ones will break if you throw the orb at them so they're only useful once.

And with that push the orb right, then up then right again. Up to another puzzle! Here we're told about orbs being able to stop other orbs. Good to know. For this one, first move the left orb right to break the block, then move it left to break the other block. Now move the right orb to the left to hit the other orb, then push them up and right **BUT** one at a time, otherwise they'll be together and you won't be able to push them.



Now onto the last one! This one has a bunch of blocks! Move the orb up, then left, up again, and lastly right. That's it. And with that enjoy the scenes that play out and the quest will come to an end. See you in the next page!

# A Call From the Past

*Lenne sees strange visions from her past. Is it worth pursuing them?*

## Hermit's Isle



### ! Find Ser Victor

After all those scenes we'll regain control of Glenn in our HQ. We need to go talk to Victor. Head upstairs and into the eastern room where you can find him talking to Ba'Thrax. We tell him that we've been hearing a voice in our head and of course that's Gwyn. He and Ba'Thrax will then proceed to tell both Glenn and Lenne about the Echo and what they've been seeing.

Enjoy all the talk that happens here. Everything really interesting. We also talk about our next objective, **Shambala**. Sienna is not very happy with that, but we have to go over there. The scenes will transition to Kylian... what is he doing in bed with the priest? Whoa!

### ! Reach Shambala in the northwest of Valandis

Once you regain control feel free to go around and talk to the party members. There's not much to check in here nor any new information about new people we can recruit so go ahead and leave this place via your airship and you'll see that an isle has appeared in the northwestern corner. Head on over there to reach our destination, **Shambala**.

**NOTE:** If you want, you can do the [For the Love of Food](#) side quest (pg.393) and recruit a new character, assuming you'll be able to fulfill the necessary requirements. If not, you can always come back to it later.



As you enter we'll have the new area introduction. This place is really pretty. We also discovered our first **fast travel crystal** and open up the final section of the Reward Board. We now have it all open up for us to complete (check the pages in the Table of Contents for more info).



# Shambala

## Monsters

|                                                                                                     |        |         |                                  |                                                                                  |
|-----------------------------------------------------------------------------------------------------|--------|---------|----------------------------------|----------------------------------------------------------------------------------|
| <br>Ancient Turtle | Plant  | HP 2900 | Strong to Dark,<br>Weak to Light | Tortoise Shell<br>(Common)<br>Platinum Ore<br>(Uncommon)<br>Platinum Ore (Steal) |
| <br>Sky Monkey     | Beast  | HP 1500 | Strong to Water,<br>Weak to Dark | Fake Monkey's Paw<br>(Common)<br>Ancient Skull<br>(Uncommon)                     |
| <br>Toucibri       | Flying | HP 2000 | Strong to Earth,<br>Weak to Wind | Colorful Beak<br>(Common)<br>Elastic Wing<br>(Uncommon)                          |

## Loot and materials

- asd2
- Coffee Bean
- Death's Apple
- Feather
- Flying Pig
- Gem Gum
- King Beetle
- Olden Book
- Rose
- Shell

## ! Reach the ruins under the tree

From where we start though go up the wall and west when possible. This takes us to a chest with **Mythril Ore x2**. Head east now and jump down the ledge. At the bottom we'll have to fight a new enemy, the **Toucibri**. These guys are real hard, at least until you get the new armor upgrades in a little bit. Yeah, they can hit pretty hard. They have an attack called Toucarang, in which they throw their beak like a boomerang. This hits all party members and the first character always gets hit the hardest, then the damage lowers for each party member. Their normal attacks can hit for around 80 dmg. to one character as well so be very careful.

After these guys head north to what looks like a dead end. Here, when you see these markings on the edge of the floor means there's a floating island moving around that's going to come and pick you up.



Ride it as it takes you northwest. Get off the left side of it. Once here we see this bird run away. What was that? A giant owl? I guess we'll be chasing it. Head west to find a **crystal source** and above it you'll find a **buried treasure** mark. We'll get that in a bit. For now head right and go up the wall. Up here you'll find the second mark on your right. Go to the northeast here to find a **crystal source**.

Head back and from here go left and you'll see a massive chain. Is it holding the islands together? Anyway, a bit north is the **buried treasure** that has **Fauchard**, excellent upgrade for Lenne.



From here you'll want to go north around the hole and go west, jump across the gap and open the chest to find a **Viking Sword**, and upgrade for Glenn. Head back, go up the small wall to get some items, then head back down and go east until you trigger a scene where we find that huge owl. It'll run off again. From here you can head south to find a golden egg. This is a monster if you get close to it.

This monster is the **Golden Borb Bob**. I don't know what this is because it's really strong for a regular enemy, and I don't think it's a Unique Monster, nor it is a boss. Hmm. It has an attack called Melting Gold that hits the whole party for around 90 dmg. That's a lot! It also has a move called **Consume TP** that has him just use TP. (Why? I don't know.) To the left of this bird is a chest with **Dragon Killer Crystal**. Return back north and go east into the next area. Here we have a bit of a "puzzle". We have floating islands moving around in a circle throughout the area. Start by riding the first one as it goes south. When you reach the southern side you'll see there's an island where you CAN'T get off at. We need to match the edges so that we can jump.



The island will eventually go north and pass through the middle island. Get off here. As you move left a scene will play out where the owl we've been chasing comes out and attacks us. His name is **Egyl** and we are now time to fight!







Well, time to fight this dodo-owl guy. Thankfully he's not that hard despite him being able to act twice per turn.

As you can tell by his attacks below, he literally only has 2 attacks, a single target and a party wide attack. The party wide attack is super weak and can be easily healed, but his single target attack you want to be careful of. It does a ton of damage and can even kill one of your characters if he happens to use it twice on the same character.

Given that we know his attacks, you can pretty much tackle this fight however you want. Debuffing him with attack and defense down is good, but I at least recommend you lower his defense. The reason for this is you want to do as much damage as you can as fast as you can, which means having Victor buff the party and having Sienna use Kesa Giri/Petal Storm, Glenn's Cross Slash, Lenne with an earth spell like Terra if you have it to really hurt him.

The reason for this is because he takes 2 turns to use First Aid, a move that heals him for 2000 HP exactly. In one of my turns I do around 2500+ dmg. so I can easily overcome his healing, but still it's annoying and important for you to know.

- **Whirlwind Spear:** hits all party members for around 50 dmg.
- **Giant Sting:** hits one character for around 120 dmg.
- **First Aid:** uses 2 of his turns to heal himself for 2000 HP.





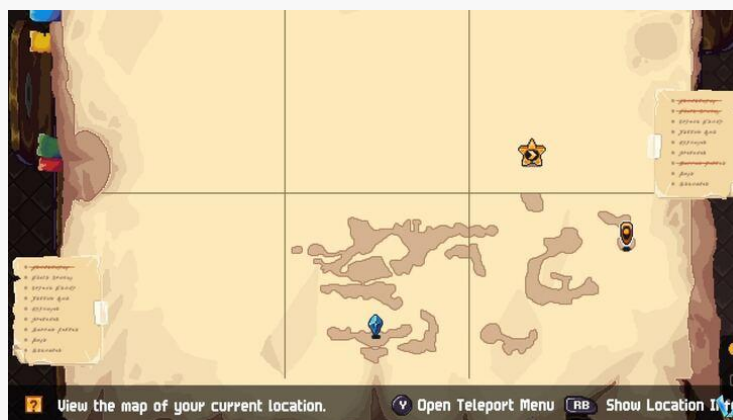
After the fight we'll have some scenes that play out and Egl will take us to the village. Nice!

From where we fight him go up the slope right behind you to find a building you can't go into and a **crystal source**. Head to the northern side of the island, kill the monsters here and you'll see to the north a spot where we get get on a moving platform. Wait here until you see a platform with ledges on the top and bottom. Get on it and you'll be able to get off the patch of land on the northern side, which leads to the quest marker. Ignore it for now. We are going to the southern island (check your map).

Down here you can find a **crystal source** and a chest in the upper left corner with **Golden Breastplate**, nice upgrade for Glenn. You'll see an adventurer down here we cannot talk to just yet. We'll need to be able to fly around to get to him. More on him later.



Get back on the moving island and now ride it once again, getting off at the same central island. Head back to the bottom where we can get on a moving island and wait for a moving island that has ledges on the left and right sides. Ride it and immediately move to the right side and get off on the northeastern island. Here go up the wall and open the chest for an **Epee**, great update for Victor.

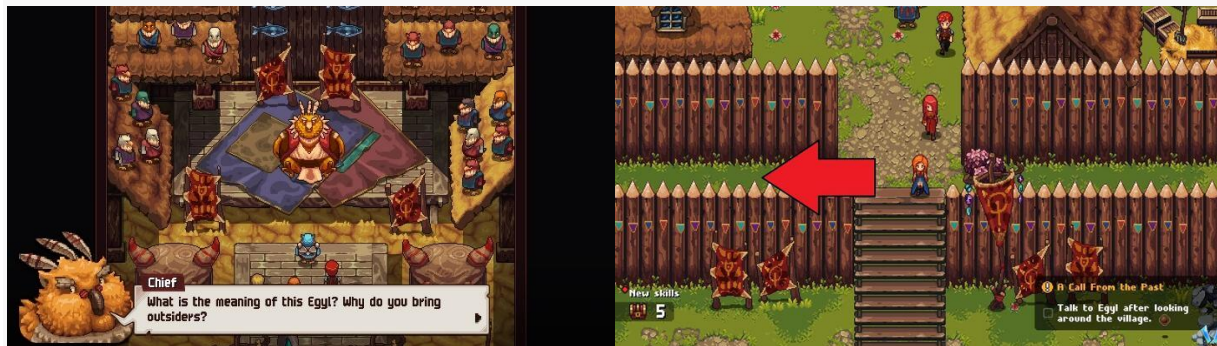


Return to the central island now, head to the northern side and ride the island. NOW we're going north to the quest marker, which means we'll reach the next area.

Once here head north to trigger some scenes where we reach the village of the Sova. There's a long scene here on reasons why they don't let us go through, but they at least let us stay the night.

## 8 Talk to Egl after looking around the village

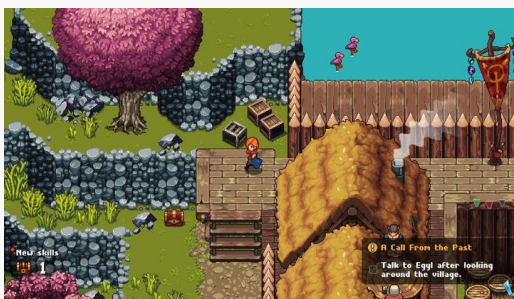
Before we continue, let's go and explore the village. From where we start go south to find a staircase. BEFORE going down go left in between the walls to find a chest with **Monster Fangs x2**.



| Sova Village Weapons |        |
|----------------------|--------|
| WEAPONS              |        |
| Viking Sword         | 2,200a |
| Fauchard             | 2,200a |
| Slingshot            | 2,200a |
| Epee                 | 2,200a |
| Flintlock            | 2,200a |
| Emerald Amulet       | 2,200a |
| Gunspear             | 2,200a |
| Dojigiri             | 2,200a |
| Cestus               | 2,200a |
| Mushroom             | 2,200a |
| ARMOR                |        |
| Metal Aketon         | 2,200a |
| Golden Breastplate   | 2,200a |
| Leather Gear         | 2,200a |
| Mage's Garb          | 2,200a |
| USABLES              |        |
| Snack                | 100a   |
| Meal                 | 1,000a |
| Sweets               | 200a   |
| Panacea              | 50a    |
| Eye Drops            | 50a    |
| Alarm Clock          | 50a    |
| Antidote             | 50a    |
| Lozenge              | 50a    |
| Sage                 | 50a    |
| Angel Wing           | 400a   |
| Repair Kit           | 600a   |
| Exchange Parts       | 1,000a |
| MATERIALS            |        |
| Mythril Ore          | 1,000a |
| Colossus Hide        | 700a   |
| Monster Fangs        | 700a   |
| Rayon Fiber          | 700a   |
| Worm Carapace        | 600a   |

Head down the stairs now and talk to the Nova down here... He jumps off. But that's about all of it down here besides the couple items. Return to where Egl is and go left now to a bridge. From here go south first to find a merchant... (What is he doing here?) Well, he confesses that he's been following us. Sounds about right. Buy anything you need and make use of the anvil here if you also need to.

Head back up and go left. The first house has nothing but a pair of Novas you can talk to but continue west until you see a staircase going up. Go up (the house has nothing) and go behind the house to find a sneaky little chest with **Metal Aketon**.

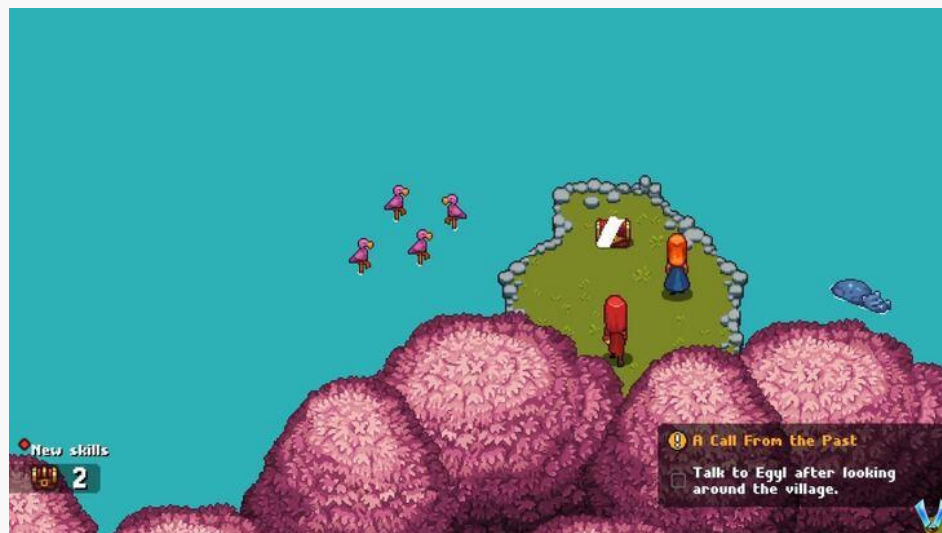


Head east now following this upper platform until you reach a staircase going down to a chest with **Colossus Hide x3**. From the top of the stairs you can actually go north up some walls to find a chest with **1000a**.





From the chest head north behind the trees to find a very hidden one, this one has **Golden Brigandine**.

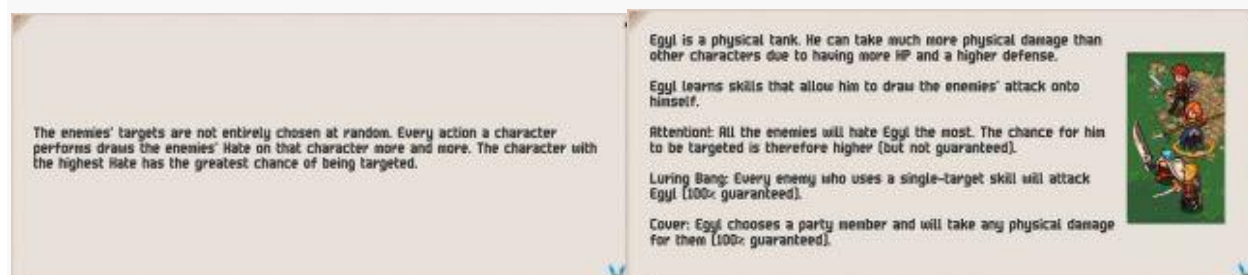


Go ahead and return to Egly and let him know you're ready to go to your rooms. Several scenes will play out here and we'll eventually regain control, and we'll be allowed to head to Shambala. Nice! They do tell us we'll need our SAs to fly so we'll need to destroy the ASACs (the cannons) in order to proceed. Let's do it!

### ! Deactivate the two ether cannons

Ok, time to continue! From where we regain control head southwest to leave the village gates and go northwest across the gap and into the next area.

Once over here we'll get a **fast travel crystal**. Move forward to trigger some info where we learn about **Hate** and **Tanking**... is this an MMO? I'm a tank main! Well, the concept here works pretty much the same. The more you attack or heal the more your characters draw hate from the enemy, making them more prone to be attacked. Egly joins the party here (at least for a brief moment) and he's a tank. He has tons of HP and DEF and his skills specialize in drawing this hate towards himself. Get him in the party and practice because a boss up ahead will be much easier if you learn how to manage hate.



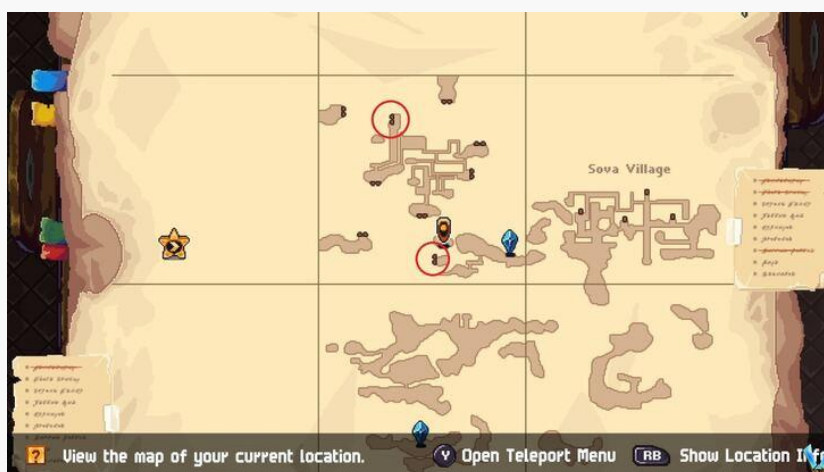
Now this means that we have some skills to learn with Egly. Of course I mostly got his action skills but both his stats and passive skills are great too. Learning an "Element" Resistance is great, especially if you know what to guard against prior to a boss fight. Stats like HP and DEF are also very desirable. Mind is great as well to lower magic damage so get that. Attack and Crit, while always good, Egly's job is more of defending than attacking.



For now head west and you'll see a huge turtle enemy called **Ancient Turtle**. This is a regular enemy and it's perfect to test Egl. After the fight go west and grab the **crystal source**. Jump down the edge and you'll see you can ride an island on the left. Before you do so jump down again and open the chest for **Demon Leather x5**.



Return back up and now ride an island. There's only one you can ride. While you ride open up your map to see several red arrows pointing in one direction. A good way to know where you're going is by checking the arrows. Where we took this first island had arrows pointing left, so you'll get off where there's arrows pointing left, meaning the top left side of the large central island.



Once you get off over here head south and as soon as you get the item you'll see a chest on the left side. You can get it by going under the wall. It has **Reaction Armlet** inside.

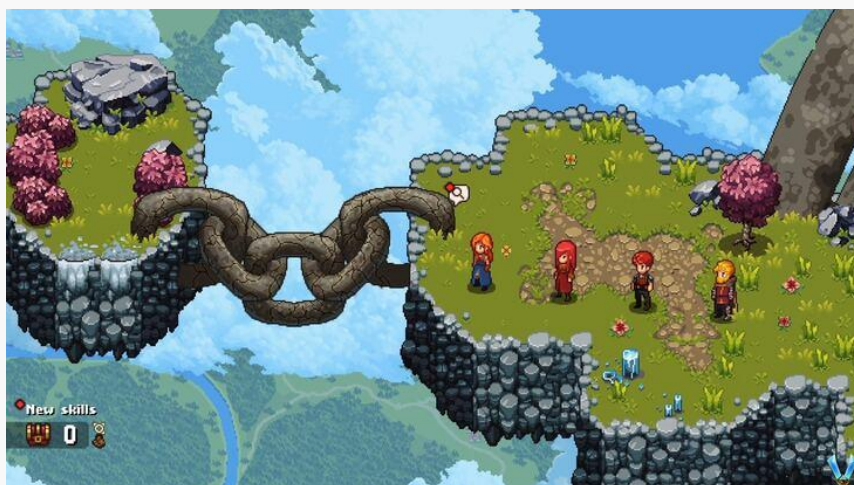


Head south, grab the **crystal source** when you see it and to the south is a spot where you can ride an island. Before we ride one head right go up the stairs. Follow this path until you reach a fork. Go right first to find a chest with **Wurm Carapace**. Here you'll notice there's a spot to the upper right where you can ride an island. There are no islands we can ride right now so we'll leave that for now.

Return to the fork and go down this time, going down the stairs at the end. You can ride an island to the right but we're not going to. Instead head left and the path will go north but note that you can go south here under the wall. Go north first and open the chest over here for **2210a**.

Return and go south under the wall now. At the upcoming fork go north first to find a chest with **Rayon Fiber x3**. Head south from the fork now to find a merchant. Yep, still following us. Buy/sell anything you need and note that you can get on an island here as well. Go ahead and ride the island here. Just like before, open your map and notice that the arrows on the central island were pointing down, which means we can get off both at the bottom left side of this central isle, and to the north. Get off the north side and proceed to the next area.

We are going to get rid of the first cannon here! Start by moving forward and at the fork up ahead go west first. At the end you'll find a cracked chain. Go ahead and break it. This releases a moving island that'll start spinning down in the previous area.



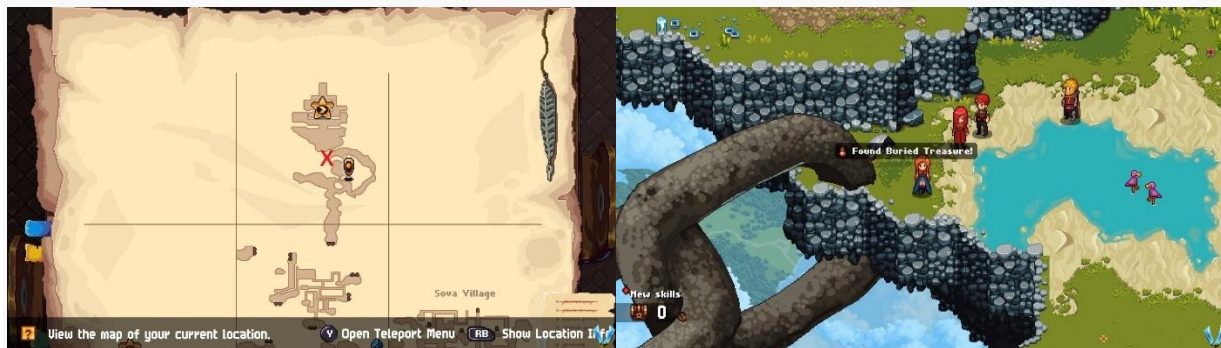
As you do this a scene will play out where Godfrey is here. I don't like this. Once you regain control head back right and you'll definitely see the **buried treasure** mark on the top edge of the cliff. We'll get it in a bit.

Further to the right is a wall you can climb BUT there's a **hidden cave** just to the right of the climbable wall. Go ahead and break it to find **Repair Kit DX x2** inside.





Go up the wall now and you'll see the second **buried treasure** mark on the right. DO you see the little pond to the northwest with the flamingos? Check the left side of it (in between the pond and the chain) to find your **buried treasure** with **Can Machine**.

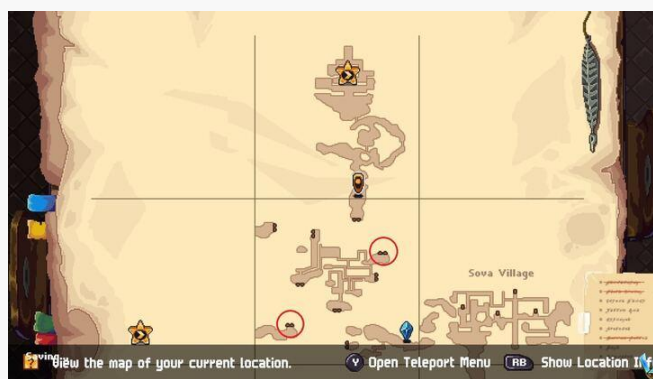


Now go up the wall here to find a pair of Turtle enemies. You can avoid them if you want by going up the right side. Do check the northwestern corner to find a **crystal source**. Go up the stairs of the building here and at the top you'll find your first cannon. Destroy it!



Time to head back. If you go north from the cannon you can see there's a green block on the ground. We'll be using that later. For now head back to the far south and go back to the central area.

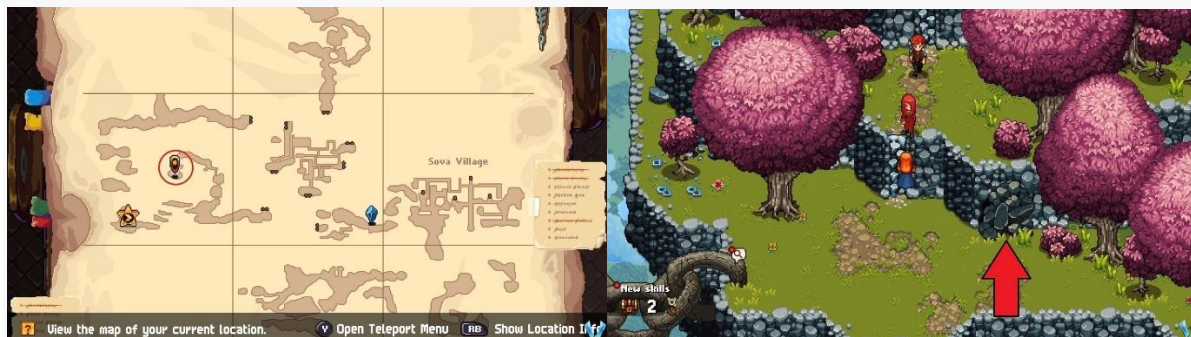
As you get here you'll be told about the new sky island. Nice, just what we needed. Wait for an island to come and ride it, getting off on the central island. Once here open your map and locate the northeastern boarding area with the red arrows pointing up. Head there and ride an island to go to the bottom left island (also with arrows pointing up).



Once down here head west into the next area.



Once here head west and grab the chest for **Colossus Hide x2**. Head north and go up the walls until you reach the top. Up here continue following the path, kill the enemies you find and go down the upcoming walls. At the bottom look right to find a **hidden cave** that has **Wurm Carapace x2** inside.



To the left is another cracked chain. Go ahead and destroy it to release another island that floats over to the central island. This will trigger another scene where we see Raphael and others from the church arrive at Nova Village... oh no.

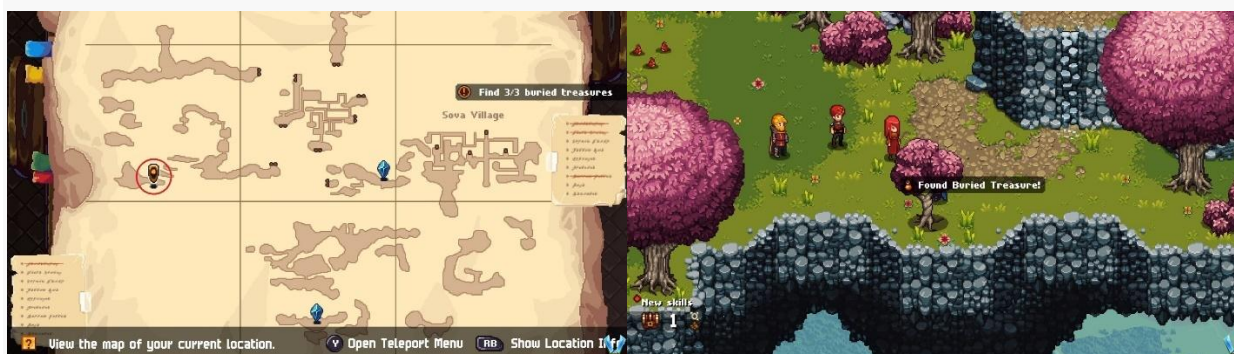
Go ahead and return back to the central area to see the islands moving around. Go ahead and ride an island and get off once again at the central one. Now go ahead and open your map and locate the arrows pointing right. There are some red arrows also on the platform in the upper left corner. Ride a platform and head on over to the upper left platform, then head west into the next area.

Once here follow the path, kill the monkeys when you get to them and you'll see the path goes north. This is our destination but we need to destroy the last cannon first. Continue west and jump down 3 walls. Once you do go west to find a **crystal source** then head back and jump down another wall. Once you do go down, open the chest on the left for **Platinum Ore x6** and then destroy the cannon.

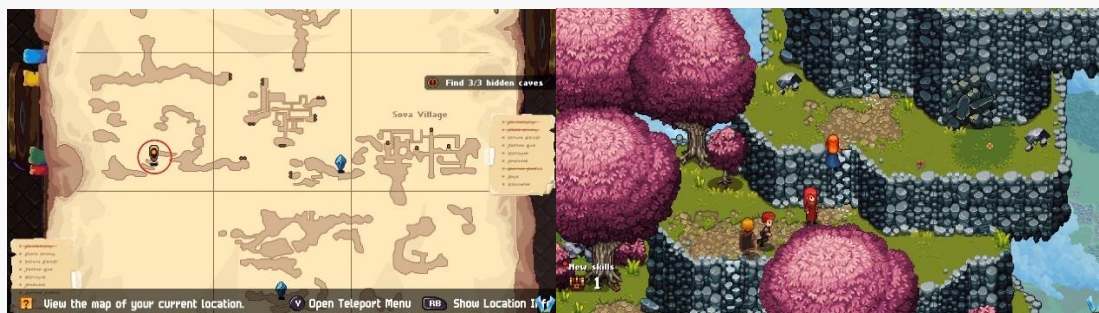


## Find the ruins within the facility

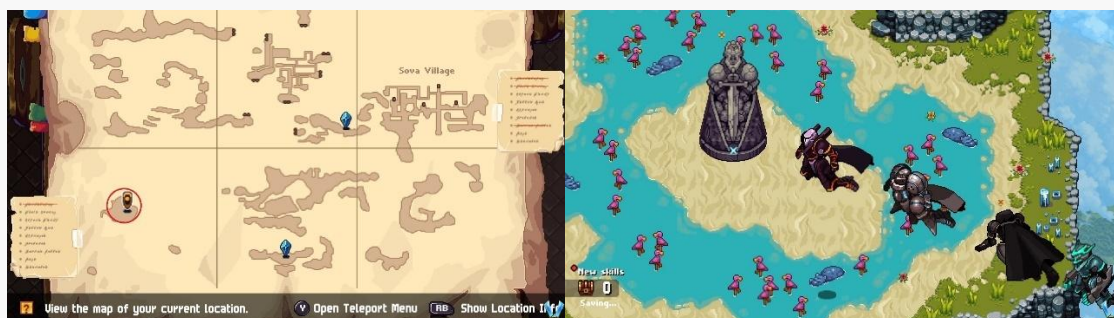
We can now FLY! Let's go! Notice that south of the cannon is a **buried treasure** mark. The treasure is to the right right where the lone small tree is. It has **5000a** and it's the last one!



Head up the wall to the right and you'll spot a **hidden cave** to the right. Open it up to find **Leather Gear**, **Golden Breastplate**, and a **Mage's Garb** inside. What a haul! This is our last one as well!



Once back outside go up to find a chest with **Monster Fangs x3** and that's about it. Now it's time to explore with our SAs really quick. Fly to the area below and you'll spot 3 islands on the map. Head to the large one in the middle to find a **Class Emblem Statue**. Save your game and it's time to prove ourselves!



Sadly we can't do this fight on our SAs so on foot it is! So, this fight at the start would've been SUPER hard, but with all the upgrades we've been getting throughout the area it shouldn't be that bad. We are fighting an Ancient Turtle, a Toucibri, and 3 Monkeys. I personally went for the Toucibri first because it's weak to wind and Lenne is real good against it. The Monkeys are weak to dark so I had to swap out Sienna for Ba'Thraz and use Dark Scythe on the enemies. Although I always recommend single target to lower the number of enemies, this time around I recommend multi-target because there are 3 weak against it. Using it 3 times then summoning your weapons will do tons of damage.

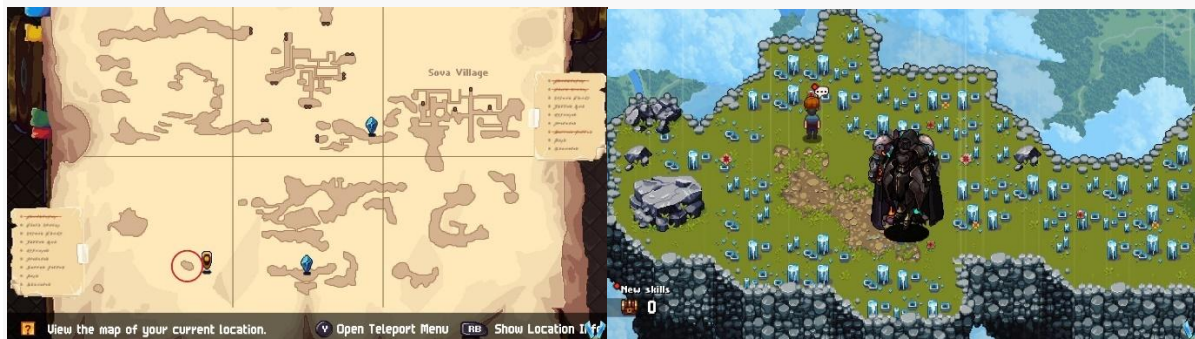
Of course in this fight you want to make absolutely sure you use Glenn's Ultra Move ASAP to lower their defenses and attacks. And let's also bring Egl. This is the perfect fight where you can see how a tank works in the game.

After the fight we'll get **Carlyn the Chemist**, the **Chemist Class Emblem**. As is in every RPG that has a chemist class, this one revolves around items. Increasing potency of items and increased chance of getting more items.





From here go to the southwestern isle to find a large stone slab. You can interact with it and read what it says. Still doesn't say much. We'll come back to it. Go east to the other isle to find a person standing there. Talk to him and he'll introduce himself as **Archy**. After a little talk he'll join the clan. Nice.



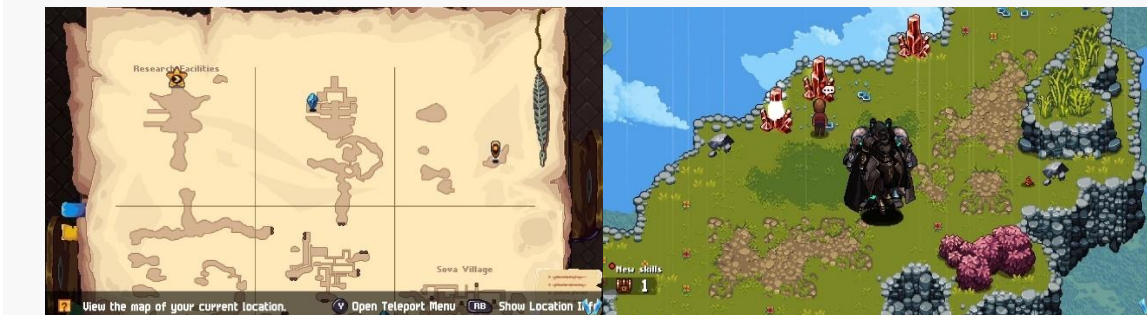
Now go to the eastern area of Shambala and land on the southwestern isle. Remember the adventurer we previously saw? Go ahead and land here to talk to him. He'll give us info on the Unique Monsters here:

- In the house where there's a tree coming out of it, go there with 100k arc to have it appear.
- If lucky, we can find him in the northeast area of Shambala.

Now go ahead and go to the northeastern area of Shambala. We cannot go through Sova Village for obvious reasons so go around. Once here land on the top of the 3 isles on the western side and jump down to a grassy isle where we can get the only chest that has **Rusty Gunspear** inside. Neat.



Now go to the eastern isle to find several **crystal sources** and an NPC. Talk to him and he'll introduce himself as **Thopas**. After a little talk he'll join the clan. We'll now get 3 crystals per crystal source, which is nice.





The island to the north is where the unique monster appears. I haven't been able to spawn it yet, but I'll have its info in it's own page.

But that's about it. When ready proceed to the northwestern area of Shambala and a scene will start as you approach the northern isle. Here we see... just what the church is doing. WHAT? Damn talk about crazy. Go ahead and talk to the scientists out here if you want, but when ready head north and into the research facility, but do make sure to save before you enter.

Watch the scenes that play inside and head north until some scenes play out and right after a boss fight. Finally!



Godfrey, we can finally deal with him! And despite him talking about being a god, he's a real pushover.

He doesn't act twice per turn, but his arms have their turns. Both of his hands hit for around 55 dmg., which isn't bad. They also have 2 attacks but they deal roughly the same amount. Also, don't bother destroying them. Godfrey will bring them back once you get rid of them so it's not worth the time and TP.

As for Godfrey, all his attacks are fire based so if you want you can either equip skills to resist fire, or an accessory. These still aren't even needed because the damage is not that high. He does have a move where his flames will continue to grow, allowing him to deal more damage. Thankfully we can lower these flames by using water attacks. So attacking him helps keep him from doing more damage. I like that!

So your party here is pretty conventional. You can use Sienna to steal a **Baghnahk** from him, which is a weapon for a character we don't even have yet, and use X-Slash to make him bleed and Nukitsuke to increase our crit. If you want you can continue to have her use Kesa Giri and Petal Storm when available. Lenne is one of your main damage dealers here with Water Thrust. This does a ton of damage to Godfrey so use it every turn.

Glenn is another really important character. As per usual his Arms and Armor Break skills are super good, but also his Ultra Move. Lowering the stats of Godfrey AND the arms is amazing. If you have it too, use Water Strike. This does a ton of damage but if you don't have it just use his busted Cross Slash. This is still great. And Victor can do his usual buffing and healing. You can switch him out for Amalia to continue the healing (so she can have some screen time), but overall not a difficult fight. We don't even need Egl for this one.

- **Feeding Fire:** increases fire damage.
- **Fire Snap:** hits one character for around 50 fire dmg.
- **Fire Belly:** hits all party for around 60 fire dmg.

After the fight watch the long scenes where a lot of crazy things happen. So it seems the Mato helped us in order to break free from the oath. Damn that sucks. Egl will end up joining your party officially after the scenes.



And with that the quest will come to an end and the next one starts. Let's do this!

# Ruins Under a Tree

*The Sanctuary of Shambala has been found. Now on to lifting its secret.*

## ! Head for the teleporter

As we regain control go ahead and leave the village so you can get on your SA then head to the far north where the first cannon was. Remember that green square on the ground? That's our teleporter.



As you get close to it some scenes will play out and we'll be in a brand new area!

## Empyrean Ruins

### Monsters

|                                                                                                          |         |          |                                   |                                                                                                   |
|----------------------------------------------------------------------------------------------------------|---------|----------|-----------------------------------|---------------------------------------------------------------------------------------------------|
| <br>Fallen Dragon     | Dragon  | HP 16000 | Strong to Earth,<br>Weak to Water | Single Horn (Common)<br>Colossus Hide (Uncommon)<br>Monster Fangs (Rare)<br>Wyrn Carapace (Steal) |
| <br>Golem             | Machine | HP 2500  | Strong to Wind,<br>Weak to Water  | Rusty Gear (Common)<br>Rayon Fiber (Uncommon)<br>Rayon Fiber (Steal)                              |
| <br>Gorilla           | Beast   | HP 12000 | Weak to Water                     | Huge Tooth (Common)<br>Fine Wool (Uncommon)<br>Monster Fangs (Rare)                               |
| <br>Blue Clock Spider | Machine | HP 1400  | Strong to Wind,<br>Weak to Water  | Mechanical Eye (Common)<br>Mythril Ore (Uncommon)                                                 |
| <br>Red Clock Spider  | Machine | HP 1400  | Strong to Wind,<br>Weak to Water  | Mechanical Eye (Common)<br>Mythril Ore (Uncommon)                                                 |

## ! Reach the inner chamber of the ruins

The scenes from before will continue here but we'll eventually regain control. Head forward and go inside the ruins. In here go up the hallway and we'll reach an open room with a puzzle! So that's why we were doing them back then!

Time to move the orbs onto the golden place. Try doing it by yourself but if you can't then follow the following directions:



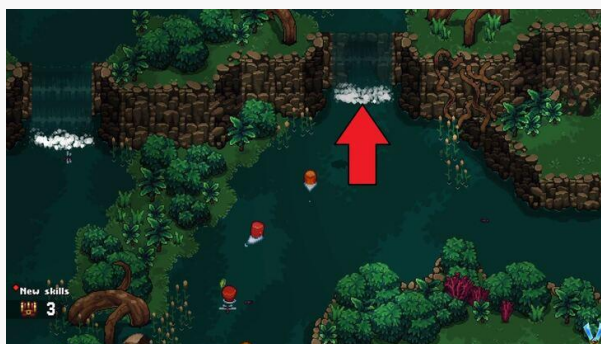
Move the left orb right to destroy the block, then push the right orb up, then right, then down. For the other orb go up then right. Super simple but looks more complicated because there's a bunch of blocks.

Continue north to reach an outdoor area. As we move north Thraz will tell us we need to activate both switches to open the gate. Time to go find them. Let's start by going right. Go right and jump down into the water. From here go south first and get out of the water to find a chest with **Decorated Vest**.



Return back up to where you jumped down and get out the right side. As you do you'll have some enemies to the right. Be careful because these guys are strong. They are also special. The ones with the blue eye are weaker to magical attacks while the red ones are just a bit weaker to physical, but not by much.

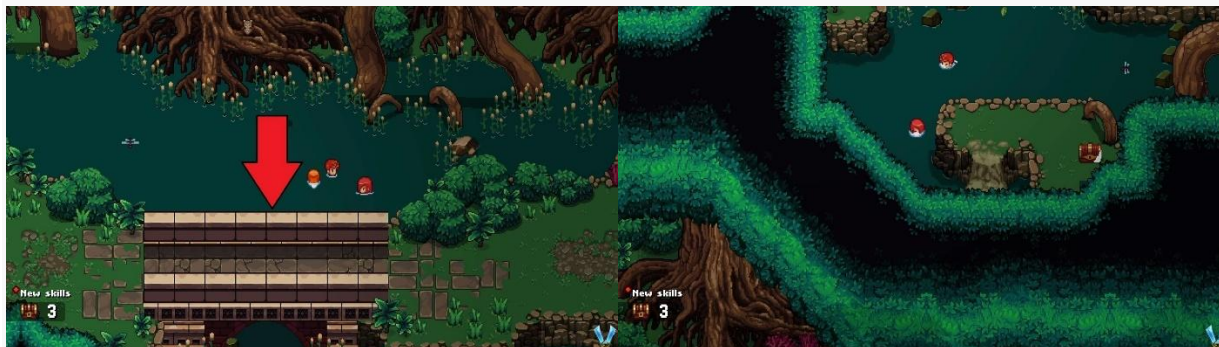
Head north after the fight and back into the water we go. Go north and look at the little waterfall to find a hidden cave. Head inside to find a chest with **Refined Gunspear**.



Back outside go right and out of the water then make your way north. There are no items on the way but at the far north you'll find more enemies and a new one, the **Golem**. This guy can actually pack a punch so I recommend you either use Glenn's Ultra Move or lower the Golem's ATK ASAP.



After the fight cross the bridge and get into the water. We are to go south but before we do head north and go under the bridge to find a chest with **Parade Armor**.



Return and go south and down the little waterfall now and enter the ruins on the left to find your first switch. Go ahead and step on it. Once you do head back outside, get in the water and head south down the waterfalls. After that go back to the start and let's go explore the western side of the area.

As you go you'll see a red statue with some red spikes behind it. Before you do anything with it to the left is a chest behind those red circles on the ground with **Monster Fangs x3**.



Now go ahead and hit the statue... it changes the position of the spikes. This will be handy. Continue north and go left to find a pair of Golems. Destroy them and go south from the fight to find a chest with **Meal x3**.

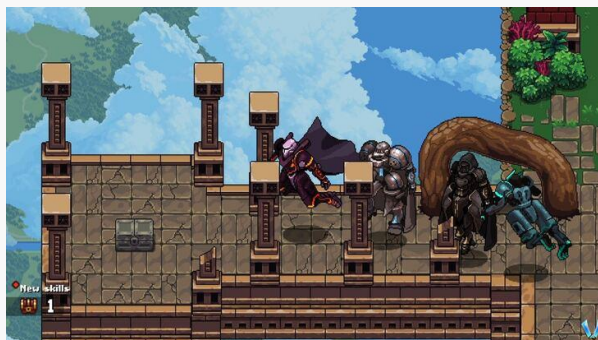
Return and continue west to find a "puzzle". Hit the yellow statue on the left, then the one on the right... and continue north to reach a fork. Destroy the Golems and go left first to find a chest inside the ruins with **Kerberos FK300**, another awesome SA upgrade! This one went straight to Sienna!

Return and go right now. Check the bottom of the screen to find a red statue. Hit it then go north, hit the yellow statue then hit the red statue again. Head inside the ruins and step on the switch. Once you do head south and go back to where the gate was Go through it to reach another puzzle.



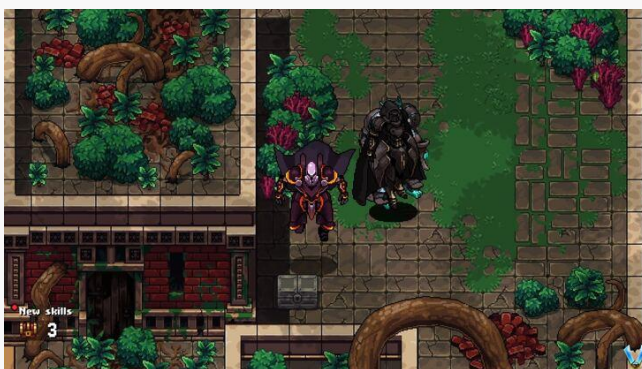
This puzzle is simple so read how to do it: push the left orb left then up. Push the right orb left then up so that they're together. Now push the bottom orb right to the blue block then up into the breakable block. Once done this push the left orb right into the right orb, then push them both down onto the golden plate. This grants you access to the next area.

We are outside and very high! I thought we were back on the ground. Anyway, head north to trigger some scenes where we see some Golems tending to the fields and fishing. Nice. Once you can move head over to the left side to find a metal chest, this one with **Agamemnon FA300**. After this, follow the stream (if you can call it that) north to a small semi-hidden cave entrance. Inside, you will find two **crystal sources**.



There's nothing on the right side so go ahead and go north through the entrance to the next area. Here there are no enemies but there are some chests. Start by flying right and you'll be able to spot a metal chest next to the water with **Glaive V300**, another neat upgrade for my Sienna.

From here head to the little square area to the northeast where you can find a chest with **Ovelia FO300**.



Head to the western side and you'll spot a pair of large gorillas. Fight them with your SAs and open the chest they were guarding for **Sword & Shield S300**.



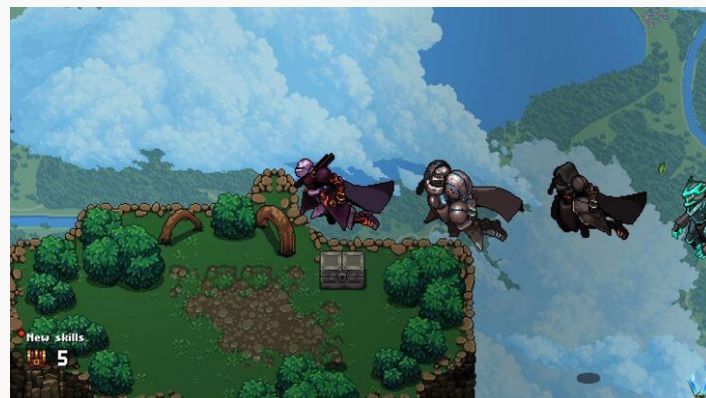


Directly north is another chest with **Ether Cannon E300**, but this one is guarded by a dragon. Not a hard fight. And from here simply proceed north to the next area.

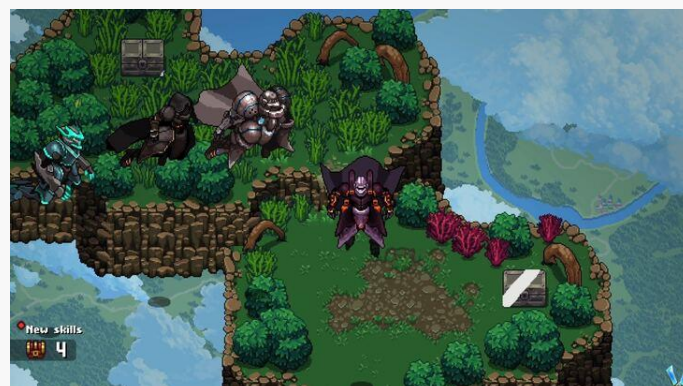
Past the hallway we'll be back outside but we can't use our Sky Armors. Dang it. From where we start go north first and into the ruins. This leads to an area that has a chest with **Fine Wool x5** and we can board our SAs here. Do so and go directly west to find a little chest with **Ley Line Coat**.



Directly south is the way forward but we need to land to the southern area, kill the gorillas and move forward. Once in the other area get back on your SAs. The island directly west of the entrance has a metal chest with **Hammer & Shield H300**, a very nice upgrade.



Go over to the eastern isles and you'll find 2 metal chests. We can only grab the bottom one right now, which has **Bowgun B300**.



We'll need to find a way to get the other one. Return to the entrance and go north to find a pair of dragons. You have to go west to enter hover mode, then go kill them. Afterwards head north to a larger area. Grab the **crystal source** to the left then you'll see there's a path going left behind the building. Follow it to find a metal chest with **Merlin FM300**, another great upgrade.



Return and now head right and kill the gorillas here. Get off your SAs and go right to find yet another metal chest, this one with **Paris FP300**. Before you leave this little area look on the southern edge to find a spot where you can jump down. Jump down to reach that metal chest we didn't get before for **Dayajir**. This seems to be a unique chassis for your Sky Armors and it looks pretty dope. It's also meant more for whoever is your magic user.



Return to where you fought the gorillas, get back on your SAs and head north now to fight a dragon and a pair of gorillas. Head into the ruins after the fight to find yet another puzzle with orbs. This one took me a minute but do the following:

Move the left orb down to break a block, then push it back up and right onto the golden plate. For the right orb, move it right, down, left, up, and right onto the golden plate. Easy! Head north and back outside save your game, get on your SAs and continue north to trigger a scene and a boss fight!



## BOSS FIGHT: SHAVED HEAD



Did you miss having a hard boss? No, me neither. This is also a Sky Armor fight so it's extra hard haha.

To begin with, the boss can act twice so that means keeping your OD gauge in check and mostly being in Gear 2 to keep the gauge going down. That's not it though, but the big thing is that near the end of the fight, once you drop the boss to a certain amount of HP, he'll stop attacking and prepare an attack that will end the fight at the end of the countdown.

Despite the boss hitting pretty hard, he has some very annoying skills, namely Stone Coat. This creates a barrier that completely protects the boss for like 5 turns from every attack. This is annoying and multi hit attacks don't count as many, just as 1 attack.

So for this fight you'll want to have Victor on super healing duty. Having heal nonstop while you try to sneak in a defense down attack. Keep your damage dealers in Gear 2 for the most party to counter the boss' double turn but also have them go back to Gear 0 to regain their TP while you have your other party members go up to Gear 2 to keep the gauge down while the damage dealers are "healing".

Once the boss starts to prepare its ultimate attack, there's no need to heal. Go all out and do as much damage as you can to deal with the boss. Have your healer use items to heal TP for the damage dealers if needed, and in case of Victor, if you haven't changed his weapons, drop the boss' defense to increase the damage. Again, an MMO's "DPS check" in a raid boss. If you don't have enough damage you're dead. Hmm. You should be find since they give you plenty of time.

- **Attack:** hits one character for around 1000 dmg.
- **Stomping Hand:** hits 5 times randomly for around 600 dmg. each hit.
- **Stone Coat:** creates a barrier that prevents all damage until broken. Lasts for around 5 hits.
- **Preparing Ancient Magic:** prepares an attack (takes 3 turns) that ends the fight and gives you a game over.



After the fight head inside the ruins to trigger some more scenes. Remember that huge stone slab we saw in Shambala? There are more here. Lenne manages to read them so enjoy the scenes that play out here.

Once the scenes are over (everything's super interesting!) simply head north up the stairs and into the next area.



## ! Follow the voice

We have a much larger area to explore here. You'll see there are some blue spikes blocking our way to the right. Go up the stairs to find a merchant at the top. Make use of him (that sounded so bad haha) and to the right is a red and yellow statue. Go past them and go up the stairs to the north. Follow this path to find another yellow statue. Go ahead and activate it to move the spikes.

Head back and jump down the edge since we just blocked off the stairs. Go south now and as you go east note that you can go north under the passage. Before you do so head east and go up the stairs at the end. Follow this path until it takes you into a room that has a chest with **Rayon Fiber x2**.



| - \$ -             | WEAPONS   | - \$ - |
|--------------------|-----------|--------|
| Viking Sword       | 2,200a    |        |
| Fauchard           | 2,200a    |        |
| Slingshot          | 2,200a    |        |
| Epee               | 2,200a    |        |
| Flintlock          | 2,200a    |        |
| Emerald Amulet     | 2,200a    |        |
| Gunspear           | 2,200a    |        |
| Dojigiri           | 2,200a    |        |
| Cestus             | 2,200a    |        |
| Mushroom           | 2,200a    |        |
| - \$ -             | ARMOR     | - \$ - |
| Metal Aketon       | 2,200a    |        |
| Golden Breastplate | 2,200a    |        |
| Leather Gear       | 2,200a    |        |
| Mage's Garb        | 2,200a    |        |
| - \$ -             | USABLES   | - \$ - |
| Snack              | 100a      |        |
| Meal               | 1,000a    |        |
| Sweets             | 200a      |        |
| Panacea            | 50a       |        |
| Eye Drops          | 50a       |        |
| Alarm Clock        | 50a       |        |
| Antidote           | 50a       |        |
| Lozenge            | 50a       |        |
| Sage               | 50a       |        |
| Angel Wing         | 400a      |        |
| Repair Kit         | 600a      |        |
| Exchange Parts     | 1,000a    |        |
| - \$ -             | MATERIALS | - \$ - |
| Mythril Ore        | 1,000a    |        |
| Colossus Hide      | 700a      |        |
| Monster Fangs      | 700a      |        |
| Rayon Fiber        | 700a      |        |
| Wyrm Carapace      | 600a      |        |

Head back down and now go under the passage to fight the Golems. Past the enemies is a fork. Head north first into the building to trigger a scene... a vision of the past. Afterwards head forward and step on the first button. 2 to go.



Head back outside and go south now down the stairs. There's a red statue to the right we can't get to right now. Just remember where it is. Continue south and follow this path until you get to the next fork. North is blocked by red spikes so head west past the blocked blue statue and down the stairs to find a yellow statue. Go ahead and interact with it to swap the yellow spikes.

Return to where the blue statue was and interact with it. After you do head back east and interact with the red statue we previously passed. Once you do head back south, go up the stairs and head north past where the spikes were blocking us. From here go left and interact with the blue statue. Once you've done this head west and go back up the stairs and hit the yellow statue in the corner (the very first one we hit). Then hit the blue statue once more.

With that head back to where the red statue is and we can now go down the stairs. This takes us to 4 chests, these contain **Ambrosia**, **Runeblade**, **Paralyze Hit Crystal**, and **Beleet's Bow**. Awesome upgrades for Glenn and Robb.



Return up the stairs, go south and up the stairs. From here go north and interact with the blue statue once again, then go right and around towards the western side to interact with the yellow statue. Lastly, head back right and interact with the blue statue so we can open up the path on the western side. This basically takes us back to the merchant. This wasn't as bad as I thought it was going to be.



We can now go to the west side. As you go west you'll go down a staircase. Go down and go south in between that and the one going up. As you follow this path you'll see a staircase going down. Before you go down go right behind the stone archs and interact with the little bird here to pick it up.



Go down the staircase now to fight some Clock Spiders and grab the **crystal sources** if you wish. Across the water to the north is a chest with **Sweets x2**.



Return up to where the 2 stairs are and talk to the Golem on the left. He's the one looking for the birds. Well we got one. Head south down the stairs to find another Golem. Talk to him then go south following the path on the right (under the wall). This leads to our second **bird**.





Return to the Golem and go left to find an arch northwest of the huge face statue. Before you go north under it go left and talk to the Golem over here. He's blocking our way. Hmm. From here though go south and look for a little opening amongst the tree leaves. Follow this path to find the last **bird**.



Return and go north under the arch now. When you reach the water, before you go up the stairs go east first under the bridge to find some Golem enemies. To the north is a little passage with a chest that has **Ancient Skull x6**. Destroy the Golems and Clock Spiders and past them is another Golem. Talk to him so he goes back.

Return and now go up the stairs to find yet another Golem. Talk to him and he'll go back as well. Go northwest now to find the final chest with **Defend Gain TP**. And with that head back south to where the Golem was blocking the entrance and we can now go through. Go inside to find our second button. Just one more.



Head back east and up the stairs to where the Golem looking for the birds is. Give them to him and he'll move out of the way. Head north now and go inside the building to find the final button. Go ahead and step on it.

And with that head back east and we can now go through the gate next to the merchant. And of course we have another puzzle. Here's how to do it:

Push the left orb right and break the gray block. Push the right orb left into the other orb, then push it up and left into the breakable block. With that block there now push the bottom orb left and up into the orb once again.



From here push the bottom orb right first, then push it up. Now push the left orb right into the other orb, then north onto the golden plate. Now for the last orb simply push it right, then up, and left onto the golden plate.

Go ahead and head north until you reach a nice room with 8 chests! Yeah, a lot! These contain: **Javelin**, **Plot Armor**, **Mythril Ore x10**, **Wurm Carapace x7**, **5000a**, **Suport Drones D300**, **Great Sword GS300**, **Church Key**. That is A LOT of upgrades!



Go ahead and equip your new stuff, save your game and head back outside to trigger some scenes and a boss fight!





Ok, this is not really a boss fight, but oh well we might as well consider it one.

So, this guy doesn't do much, but what he does is REALLY dangerous. His Pure Terror move inflicts "terrified" status on one character. Egyl tells you that you HAVE to fully heal your party member of they'll die (god this reminds me of DOOM in Final Fantasy XIV haha). Make sure to use items or your skills to fully heal.

So for this fight I recommend you equip a weapon that gives you Repair All. This is because the boss will use Pure Terror on everyone. You will need to heal up everyone after this happens. Besides that you can have your main damage dealers do whatever they want/can do deal damage but the ones you really want to worry about are your healer/healers. Try keeping them with enough TP so that they can cast Repair All at least once so you can avoid dying from Pure Terror.

- **Pure Terror:** halves the party member with "terrified" and lowers their HP to half.
- **Attack:** hits 4 times randomly for around 500 dmg. each.
- **Paralyzing Thunder:** inflicts all party members with paralyze.

After the fight we'll have several scenes play out where we'll have more flashbacks of Lenne and Timothy, but this time it's Glenn who's seeing them. Is Glenn Timothy? It definitely has to be, huh?

We'll wake up back in our base where we talk about what to do, we see the church... can't say more haha. The quest will come to an end and the next one will start. See you guys there!

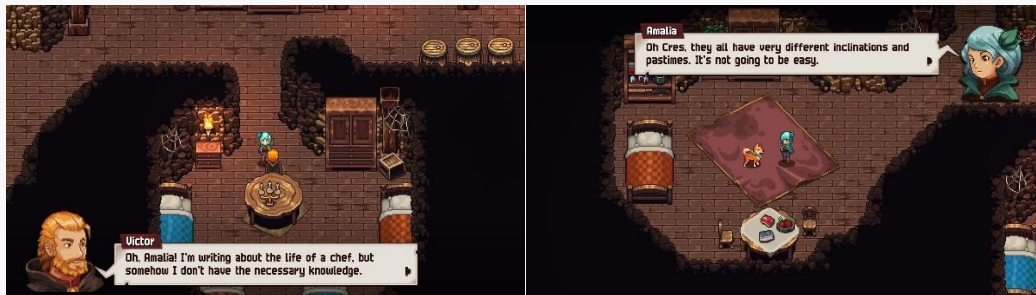


# The Grave of Reina

*A key is hidden in the Grave of Lady Reina. What is its purpose? What does it unlock?*

## 9 Talk with your friends and return to Cres

We start out with a couple scenes and we then take control of Amalia. it seems she wants to cook. Ok. From the start you can go north and talk to Lenne and south to find Victor. Head downstairs, go left and north to find Ba'Thraz and Sienna here in the dining hall. Talk to them, head downstairs and go talk to Glenn at the Sky Armor bay.



Head back upstairs and go outside. Head to the northern side of the island to find Egly, Robb, and Tomke. And that's it. Once you've talked to them all return to the second floor of the cave and return to Cres, your dog.

Here it seems you need to pick who you go talk to to ask for help. I did this 3 times and the only thing that really changed was the scenes. Sometimes the party kinda liked it... something they hated it.

**NOTE:** Although the below combination is confirmed to yield a reward, if you got anything special here with a different combination, let me know down below in the comments!

Appetizers: Amalia because she states she had prior experience with it. If you already recruited her before finishing the Emyrean Ruins, Mikah can also fill this role.

Main Dish: Robb because he's experienced with herbs and spices

Desserts: Egly because he likes sweets

Drinks: Sienna because she's an experienced drinker

After this though we'll have several scenes but we'll eventually regain control of Glenn.

If you picked the correct sequence for the cooking event, you can speak to the chef to get an **Elixir**.



## ! Exploration

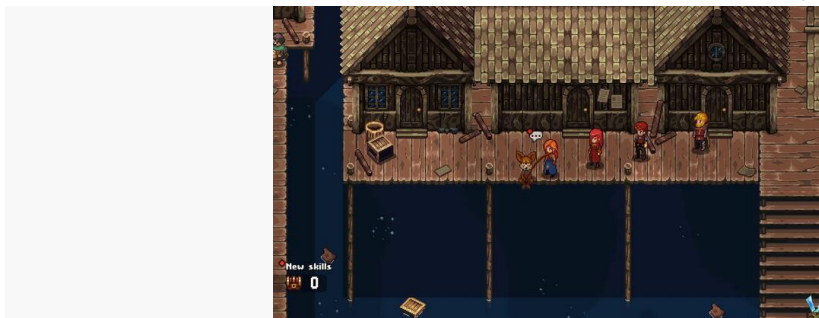
Before we head to the catacombs, let us go explore. There are several things we can do: there are some new sidequests to complete and some more people to recruit! Remember, if you want to you can save/load when you talk to the fortune teller for tips on the people we're recruiting.

I'll leave a link down below for the sidequest you can do.

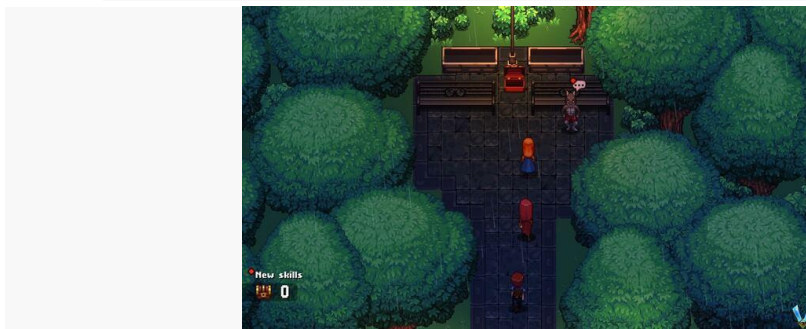
- [A Goblin's Dilemma](#) (or pg.397)

As for the people we can recruit:

- **Triony**: head to the docks in Farnsport and on your way to where you met Magnolia in a previous sidequest you can find this character fishing.



- **Bob**: on the western area of Tormund, in the middle of the park you can find him sitting down.



- **Murchands**: in Flanders, go directly west from the crystal to find him in the corner.



Once getting these people, if you've been getting everyone thus far your clan will reach **Rank 3**, which means that you'll now have buildings. You can check them out if you want. Inside the base we finally have wooden floors.

Most importantly, a scene will trigger as you enter the upper left building where this chick is eating and even kicks Tomke. It seems she's his... granddaughter how? He's a goat? Oh well. After the scene we'll actually start a sidequest. This one is important to do because you get her, **Mikah**, to join the party (unless, of course, you've already done this quest earlier in your playthrough).

- [For the Love of Food](#) (pg.393)

There's not much more going on here on the island. The anvil and merchant are now in their own building but you can also find some more people to recruit now that we're Rank 3. I'll leave their locations below:

- **Kayn Sivar:** in Farnsport head northwest from the crystal to trigger a scene where we get Kayn Sivar to join the clan. When he joins we're now able to purchase new airships in The Hooge. They are quite pricey and offer nothing but a cosmetic change.



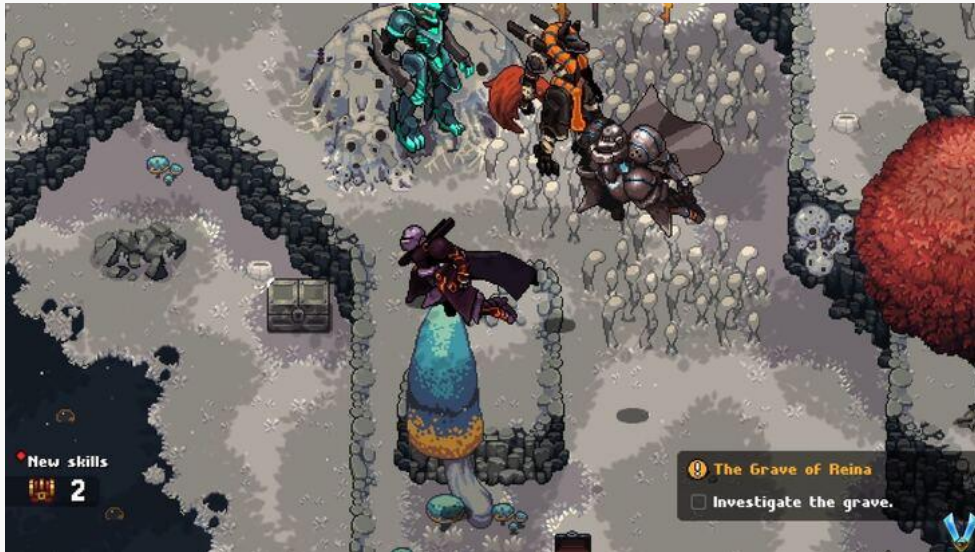
- **Linus:** head to Tormund and go into the underground area. Run around to find a dog running around. I found him near the northeastern corner.



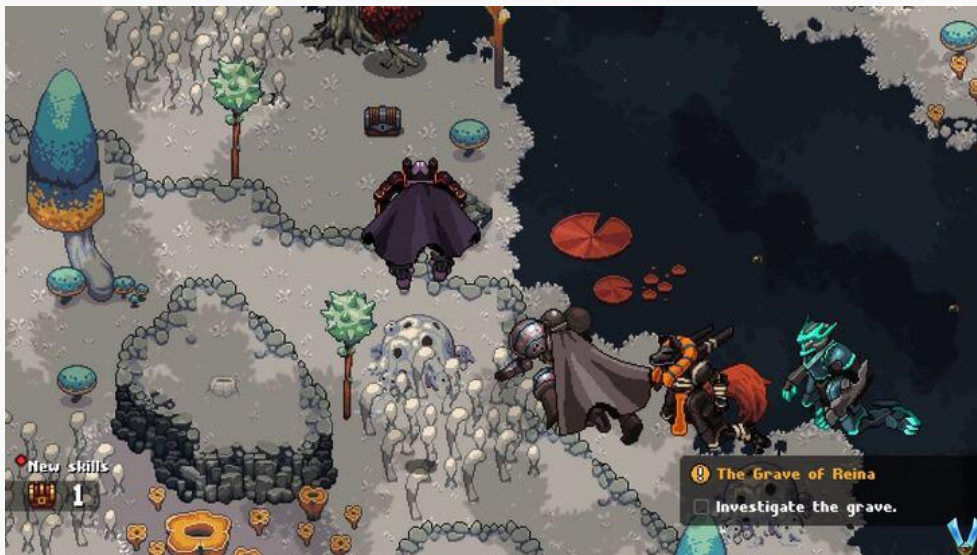


And that's about it for new recruits. Before we continue, I missed a chest, so I might as well add it here. Head to the eastern crystal in Tormund and head south until you leave and you're back in the Fiorwoods. From here go east to find what should be your last chest with **Yak Grass Fiber x2**.

Lastly, let's go get 2 more chests that I completely missed. Fast travel to the central crystal in Perpetua and use your SAs to go directly east across the water to find a chest with **Passive RAM**.



Now head to the small patch of land in the southwestern corner to find a lonely chest with **750a**.



And that's about it.

## 8 Head for the catacombs northeast of Farnsport

Once you're ready head on over to the catacombs to the north-northeast of Farnsport.



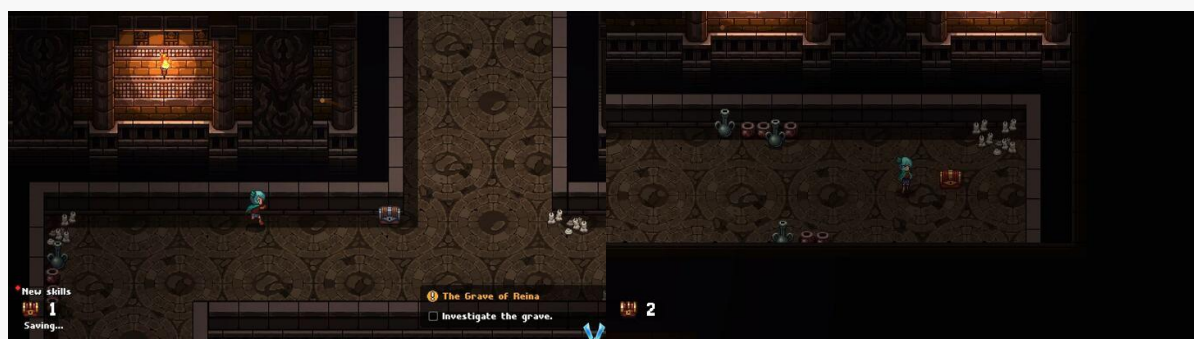
As you land head north into the building to trigger a scene. Thanks to Glenn the path is now open.

## 8 Investigate the grave

Head down these stairs and head north. Open the chest on your left when you see it for **Ley Line Coat** then continue north. Follow either path and take the large teleporter at the top.

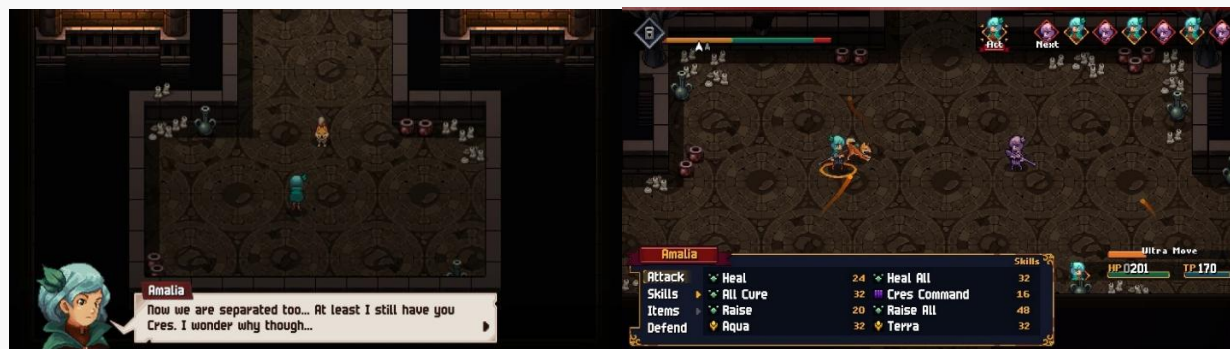
In this next area move forward to trigger a scene where Amalia and Ba'Thraz are separated from the rest of the group. This is because they have the Curse. They kind of fight between them and they then end up separated as well. Hmm.

Well, we start playing as Amalia. Start by heading north and go right at the fork to get a **Musket** from the chest. Excellent upgraded for Amalia. Return and head north now, then left at the fork to find another chest, this one with **Meal**.





Continue north from here until a scene plays out where we see some of Amalia's backstory. It's... VERY messed up. This tells us how she ended up with the Curse. Afterwards though we're going to be fighting Amalia... with Amalia. Yeah, we're basically fighting our past here. This is a very easy fight since the enemy just normal attacks, brings up a shield to protect her, and uses Regen.



If you have it use "Cres Command". This changes Cres from attacking every round to healing. With this you don't need to heal as the doggo will heal you every round. If you don't have it then make sure to heal whenever you need to. Besides that, using Piercing Shot or any other offensive skill is good until the other Amalia goes down.

Watch the scenes that play out after (still very messed up) and eventually we'll be now playing as Ba'Thrax. Same thing will happen here: head north and left when possible to find a chest with **Opal Amulet**, an upgrade for him. Continue north, grab **Meal x2** from the chest in the same location as the previous one with Amalia, and continue until you start a fight against dark Ba'Thrax. Of course we'll have some scenes here telling us about Ba'Thrax and his past.

This fight is just as easy as Amalia's fight. If you have it use Drunken Master to dramatically increase your speed, giving you two turns nearly every time. If you happen to have Counter Regen equipped and you happen to trigger it that'd be fantastic since you wouldn't need to heal. After that just use Summon Dagger until you have all 3 summoned weapons, then summon them. If needed, heal once or twice and you'll be golden.



After the fight we'll have more scenes. These are insanely good! We even see why Ba'Thrax talks in plural. Once the scenes are over though, we'll be in control of the main party. Save your game, prepare yourself and move forward to trigger a scene and a boss fight.





I'm happy we have another easy boss.

For this fight I highly recommend you bring Mikah if you have the skill to increase speed. If you have it then you can greatly increase your party's speed and given that the boss is really slow you'll have several turns before each of his.

Of course, the boss is weak to water so using Lenne's Water Thrust and if you have it, Glenn's Water Strike, is awesome to do tons of damage. At this point I hope you did the correct thing and get the skill **All Break**. This combines all of Glenn's Break skills into one. It's really good so I hope you have it and use it on this guy. Same goes for Victor. He has all his buffs in one skill so use that to buff the party, then feel free to switch him out or have him cast spells.

As for the boss, he doesn't do much. He has 2 swords and can either attack all party members, attack one side or the other. That's about it. He doesn't do much damage either so you can go a couple of turns without needing to heal, which goes to show how much damage this statue does.

- **Cross Slash:** hits all party members for around 60 dmg.
- **Right Swing:** hits the characters on the left side of the screen for around 55 dmg.
- **Left Swing:** hits the characters on the right side of the screen for around 55 dmg.

After the fight there will be tons of scenes where we find the grave of Reina and many things happen where we end up in **Marylea**.

# In Good Faith

*Marylea has reached Valandis, and our heroes venture forward to find more information on the Order of Leonar*



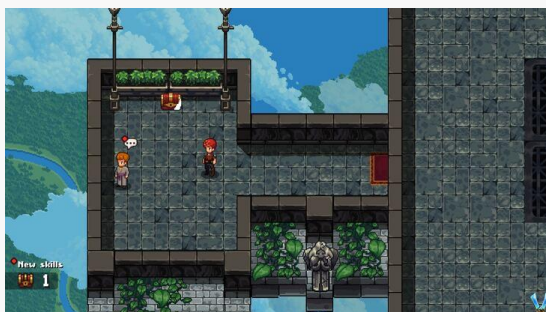
## Enemies

|                                                                                                  |       |         |                                  |                                       |
|--------------------------------------------------------------------------------------------------|-------|---------|----------------------------------|---------------------------------------|
| <br>Beast Tamer | Human | HP 2550 | Strong to Light,<br>Weak to Dark | Meal (Uncommon)<br>Gold Nugget (Rare) |
| <br>Priest      | Human | HP 2100 | Strong to Light,<br>Weak to Dark | Meal (Uncommon)<br>Gold Nugget (Rare) |
| <br>Tamed Beast | Beast | HP 3000 | Strong to Light,<br>Weak to Dark | Angel Wing<br>(Uncommon)              |

## Find Lenne

As we wake up, we need to go find Lenne. There's nothing to find on this floor of what looks like an Inn so head downstairs to find some of your party members. Go ahead and talk to them but leave the building and now we are to explore this place. Just an FYI, once we're done here we won't be able to come back. There's nothing of importance you can miss, but just in case you want to get all the chests, get them now.

From right outside the building you can explore and talk to the people you find. Head west first and into the building. In here go west and exit to find a chest outside with **Parade Armor**.

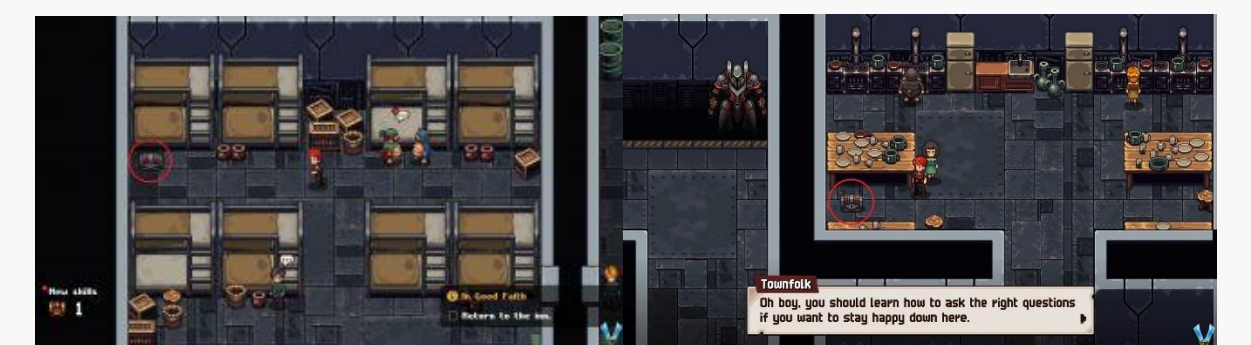


Return to the entrance of the inn and go south now, and enter the building on your left. In here go up the stairs and exit via the southern exit up here to find a chest with **Rayon Fiber x4**. Victor is also here so you can talk to him.



Head back inside the building and go through the western exit now. Follow this path as you go north through another building and you reach the northern side. On this northern passage a scene will play between Amalia and Ba'Thraz. We'll have more backstory on Amalia... and what she gave for those healing powers. Damn that's deep!

Go talk to Ba'Thraz then head north to find an elevator. There are 3 floors to this place and right now we're on the "City Floor". Go ahead and take it to the **lower floors**. Here go north until you reach a fork. Both the western and eastern sides have a chest you can grab with **1a** and **Decorated Vest** inside.



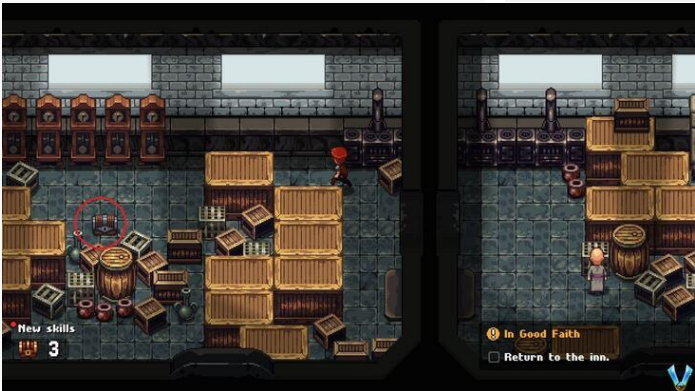
Explore if you wish then return to the elevator. The **higher floors** have nothing besides NPCs to talk to so do if you wish but when ready return to the **city floors**.

Return to Ba'Thraz now and go east until you reach a fork. The building to the right has nothing besides some NPCs you can talk to so continue east past it to find a shop... a different guy this time! Further east is a park area where you'll find Lenne with Amalia. Several scenes play here where we see that Glenn is Timothy... whoa! We also see some more of Kylian.

**Return to the Inn**

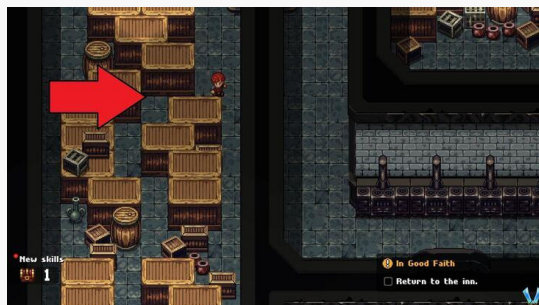
Well, after those scenes head back west and go down the stairs to the south to find another building to the right. You can find Mikah out here if you want to talk to her but head inside the building, which is like a warehouse. Enter the room to the right as you enter and head to the very end of the rooms to find a chest with **Monster Fangs x2**.

| MARYLEA - MERCHANT |         |                    |         |      |
|--------------------|---------|--------------------|---------|------|
| -\$-               | WEAPONS | -\$-               | ARMOR   | -\$- |
| Viking Sword       | - 2200a | Metal Aketon       | - 2200a |      |
| Fauchard           | - 2200a | Golden Breastplate | - 2200a |      |
| Slingshot          | - 2200a | Leather Gear       | - 2200a |      |
| Epee               | - 2200a | Magic Gear         | - 2200a |      |
| Flintlock          | - 2200a |                    |         |      |
| Emerald Amulet     | - 2200a |                    |         |      |
| Gunspear           | - 2200a |                    |         |      |
| Dojigiri           | - 2200a |                    |         |      |
| Brass Knuckles     | - 2000a |                    |         |      |
| Mushroom           | - 2200a |                    |         |      |
| -\$-               | USABLES | -\$-               |         |      |
| Snack              | - 100a  |                    |         |      |
| Meal               | - 1000a |                    |         |      |
| Sweets             | - 200a  |                    |         |      |
| Panacea            | - 50a   |                    |         |      |
| Eye Drops          | - 50a   |                    |         |      |
| Alarm Clock        | - 50a   |                    |         |      |
| Antidote           | - 50a   |                    |         |      |
| Lozenge            | - 50a   |                    |         |      |
| Sage               | - 50a   |                    |         |      |
| Angel Wing         | - 400a  |                    |         |      |
| Repair Kit         | - 600a  |                    |         |      |
| Exchange Parts     | - 1000a |                    |         |      |





Return to the entrance and enter the room to the left to find another chest, this one with **Nectar**. From here you can easily see the last chest to the left. Head north in the hallway and enter the room to the left. Here you want to go in between the crates near the entrance to reach the chest that has **Colossus Hide x3** inside.



Exit the building through the northern side and go east to find Robb near the trees. Speak to him if you wish and at the end of the path you can find Egl as well. Talk to them if you so wish but head back to the inn now and the game will ask you if you're ready. We cannot come back after this but we're not missing anything so go ahead and enter the inn to trigger what's probably the longest series of scenes, all of them really good.

## ! Escape Marylea

Time to escape this place! I can't even believe what's happening! From the fork head left first and enter the room. Check the table to find a sparkle that has **Key Card A**. We'll be needing these Key Cards to proceed through this whole area. There's also a merchant here so go ahead and make any purchases you may need.

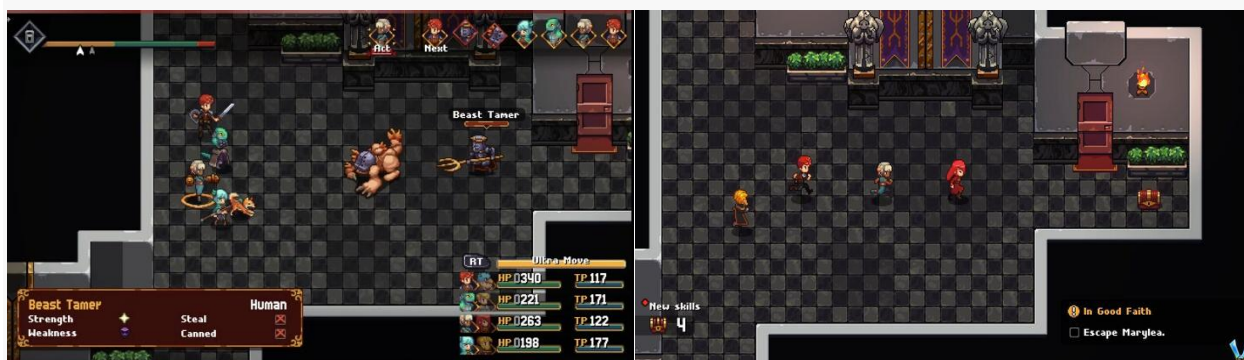


Return to the fork and go right now to be attacked by some **Priests**. These guys are VERY annoying. They have some really strong single target earth spells and can also summon vines. These will trap one of your characters for the remainder of the fight, or until you destroy them. Make sure to target one of these Priests at a time so you don't get 2 characters trapped in vines.



After the fight open the chest to find **Pacifist's Charm**, then return left and go north. Open the door with the key card and then go left and up the stairs at the end. Up here we have a new enemy up ahead, the **Beast Tamer**. These guys are much easier and less annoying than the Priests, but make sure to take out the Beast Tamer first because he can heal the enemy party.

After the fight, open the chest that was behind them for Ley Line Coat opened.



Head north and go up the stairs. Enter the room here, open the chest for **Monster Fangs x2** and grab that sparkle near the chair for **Key Card B**.



Return downstairs, go around and go back up the other stairs. Once back here go north following either of the 2 paths and head east and down the stairs marked as 3. Head north here to watch some pretty dope scenes. Ba'Thraz is FAST, and shows no hesitation whatsoever! I'm surprised they didn't make the Pope a boss fight. You know how they tend to make you fight every character that dies in RPGS? Yeah, I thought that was going to happen.

Enjoy the scenes that play here and Lenne will rejoin the party. Go ahead and make any changes needed once we regain control and head north past the hallway. At the fork head east (there's nothing in the room to the left), then head east. You'll see that a door to the north is blocking our way towards exit 5 so go around this area until you reach the eastern most side of this room. You'll be able to find **Key Card C** on the floor here so make sure to pick it up. There's also a chest to the right with **Golden Brigandine** inside.



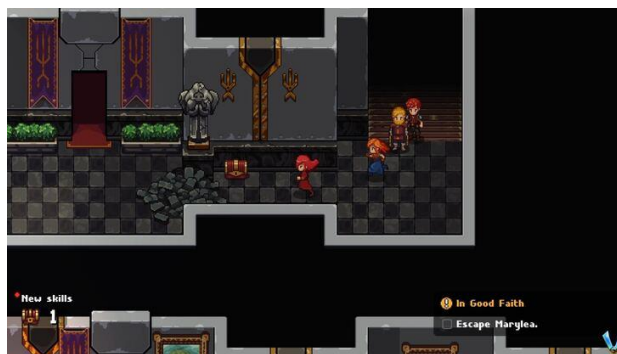


Return and go south now. We can now open the southern door! Enter the dining room here and check both smaller rooms below to find a chest in each one, containing **Meal x2** and **Tachi**. More importantly though, make sure to pick up **Key Card D** from the sparkle on the table.

With this Key Card you'll be able to open the 2 doors to the north that lead to exit 5. **BEFORE** we follow this though, head west to exit 4 and use the Key Card to gain access to the stairs that lead to a chest with **Stylish Accessory**.

Return and now go up to exit 5, which is one of those holes in the wall used to dispose of trash and dirty laundry.

We are in what looks like the trash room. There's an anvil here if you need to upgrade your equipment. That's nice... and very convenient. Head south to find some people being attacked by some monsters. Shockingly enough, Robb is the one that wants to help them. Let's do it! Head downstairs and kill the monsters. They're the same that appear with a Beast Tamer, just without the tamer.



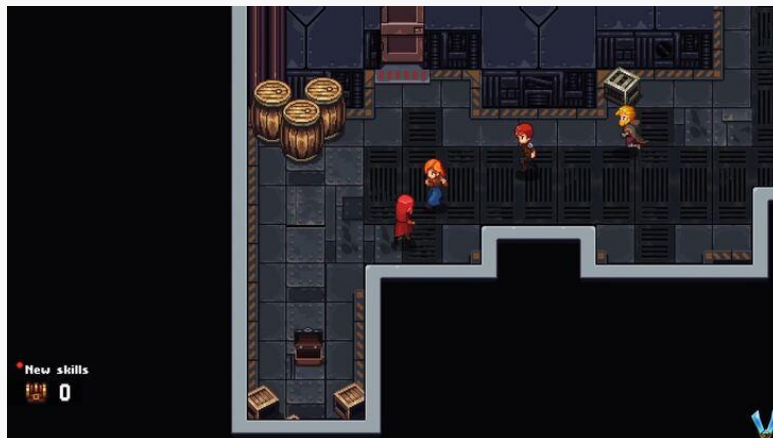
After killing these 3 head south to find 4 more of them. They can be overwhelming so make sure to deal with one at a time to lower the amount of damage you take ASAP. Watch the little scene after the fight and we'll even see Eva shocked by what she's seeing. Yep, the church is not so good after all, huh?



Once you regain control head north up the stairs and go right to find 2 stairs. We can't go up so head downstairs.



This is the last area. Start following the path and when you reach a fork go west to find a chest with **Worm Carapace x2**.



Head east now to reach the hangar itself. Before you go north go to the southeastern platform to find a chest with **Colossus Hide x3**. I'd be TERRIFIED of anywhere near the edge of this place.



Head north now (this is where Eva was!) and follow this path killing enemies until you start going south across airships. Note that you can go inside the second airship. Head inside to find a chest at the very end with **1278a**. There's also an anvil in here if you need it.



Head back outside and go south, then west at the fork to find another chest, this one with **Colichemarde**. Continue heading east following the extremely straightforward path and when you reach the southeastern area make sure to save your game and prepare yourself because as you head north to the quest marker a scene will play and right after a boss fight!

## BOSS FIGHT: RAPHAEL & EVA



I knew this day would come sooner or later, but I did not think we would fight them when we came to the church!

Luckily for us, they are actually quite easy to deal with. You want to start with your usual: Victor using Heroic Ode (I hope you got this) to buff up all of the party's stats. This saves us turns and it's really good! Glenn has a similar skill, All Break, which lowers all of one enemy's stats. Extremely good. I personally had Sienna steal the Platinum Nugget from Raphael before switching her out for Mikah and having her buff our speed, then sticking to either her Tiger or Dragon combo. Whichever one you want to do.

Of course, you want to use Glenn's Ultra Move to REALLY debuff both of these enemies to have an easier time. Raphael is weak to water and Eva is weak to wind so Lenne is perfect to deal tons of damage on them.

Overall, it's not a hard fight, but be careful of Eva's Raging Boar skill, though. It's very strong, and can kill your party if you don't keep an eye on their HP.

### • Raphael

- **Attack:** deals around 50 dmg. to one target.
- **Souls Crush:** debuff physical attack
- **Blinding Light:** AOE light attack

### • Eva

- **Attack:** deals around 85 dmg. to one target.
- **Raging Boar:** AOE earth attack

After the fight watch all the scenes that play out where Kylian... enjoy the scenes. The scenes continue with Glenn and the party... and who Glenn actually is. This completely took me by surprised! I'm actually so invested in this story; it's better than most AAA RPGs I've played in a couple years! Once these scenes are over, so too will the Act and quest. I will see you all in the start of the end. See you there!

# Chained Echoes

Glenn has fallen into a coma. Use Magnolia's help to restore his shattered mind.

Enjoy the scenes that play out here and we'll eventually dwell deep into Glenn's mind!

## Monsters

|                                                                                                |        |         |                                  |         |
|------------------------------------------------------------------------------------------------|--------|---------|----------------------------------|---------|
|  Flying Eye   | Flying | HP 2800 | Strong to Wind,<br>Weak to Light | No Loot |
|  Flying Mouth | Flying | HP 3100 | Strong to Wind,<br>Weak to Light | No Loot |
|  Flying Nose  | Flying | HP 3000 | Strong to Wind,<br>Weak to Light | No Loot |



## Take a look through Glenn's mind

Remember that one time we went into that person's mind in the sidequest? Yeah, we're doing it again! This time, however, it's much longer, there are enemies and a couple bosses. Ready?

From where we start you can go right first to find... the merchant? Yeah, seems Magnolia sent him in with us in case we needed him. We're to pay with imaginary arcs. Anyway, there's also an anvil here so you'll need to make good use of them.

Head north now to trigger a scene. Remember those kids from before? Yeah, they're back. It seems they're the sins of Glenn. After they're gone we're left with 3 paths, with only one path available right now. Head upper left and go through the pink door into the next area.

This area is VERY confusing so make sure to read properly. I'll be listing it as bullet points to make it easier to follow and will be based on the map below!

| GLENN'S MIND - MERCHANT |         |                    |         |
|-------------------------|---------|--------------------|---------|
| WEAPONS                 |         | ARMOR              |         |
| Viking Sword            | - 2200a | Metal Aketon       | - 2200a |
| Fauchard                | - 2200a | Golden Breastplate | - 2200a |
| Slingshot               | - 2200a | Leather Gear       | - 2200a |
| Epee                    | - 2200a | Magic Gear         | - 2200a |
| Flintlock               | - 2200a |                    |         |
| Emerald Amulet          | - 2200a |                    |         |
| Gunspear                | - 2200a |                    |         |
| Dojigiri                | - 2200a |                    |         |
| Brass Knuckles          | - 2000a |                    |         |
| Mushroom                | - 2200a |                    |         |
| USABLES                 |         |                    |         |
| Snack                   | - 100a  |                    |         |
| Meal                    | - 1000a |                    |         |
| Sweets                  | - 200a  |                    |         |
| Panacea                 | - 50a   |                    |         |
| Eye Drops               | - 50a   |                    |         |
| Alarm Clock             | - 50a   |                    |         |
| Antidote                | - 50a   |                    |         |
| Lozenge                 | - 50a   |                    |         |
| Sage                    | - 50a   |                    |         |
| Angel Wing              | - 400a  |                    |         |
| Repair Kit              | - 600a  |                    |         |
| Exchange Parts          | - 1000a |                    |         |





- Go to 1 and pick up the **Beach Fragment**.
- Go to 3 and place Beach, then cross to 4, fight the **Flying Eyes** enemies and head to 5. Before you take out the fragment head through to reach a lone isle with a chest that has **Sweets x2**.
- Return to 5, take the **Dungeon Fragment**, return to 3 and pick up Beach as well.
- Return to 1 and place the Dungeon Fragment to reach 6.
- Pick up Dungeon, head to 7 and place Dungeon to reach 8.
- Head north to fight some **Flying Noses** enemies, and go to 9 to find the **Fragment Ship**. Pick it up.



- Return to 8, cross back to 7 and pick up Dungeon. On this same orb (7), go ahead and place Ship. This connects 2 and 13.
- Head back to 6, place Dungeon, cross to 1 and pick up Dungeon.
- Go to 2, cross to 13 and Robb will tell you you'll need all 3 Fragments to go east.
- Go to 14 and place Beach to create a passage to 12.
- Return to 13, cross to 2 and head back down to 1. Place Dungeon to cross to 6, pick up Dungeon, then head up to 7 and pick up Ship.
- Go ahead and place Dungeon here on 7.
- Cross to 8, pick up Dungeon, head up to 9 and place Ship.
- Cross to 11, pick up Ship and head back down to 14 where you'll be able to pick up Beach. We now have them all.
- The large open area here between 13 and 15 has a chest on the lower path with **Nectar**. There are also some **Flying Mouth** enemies here if you wish to fight.
- Head on over to 15 and place Beach.
- Cross and place Dungeon at 17.
- Go through to 18, go around to 19, pick up Dungeon and place Ship to gain access to the open area before 20.

And that's about it. There is an eye, nose, and mouth enemies here if you want to fight them, but open the chest on the right side for **Meal x4**.



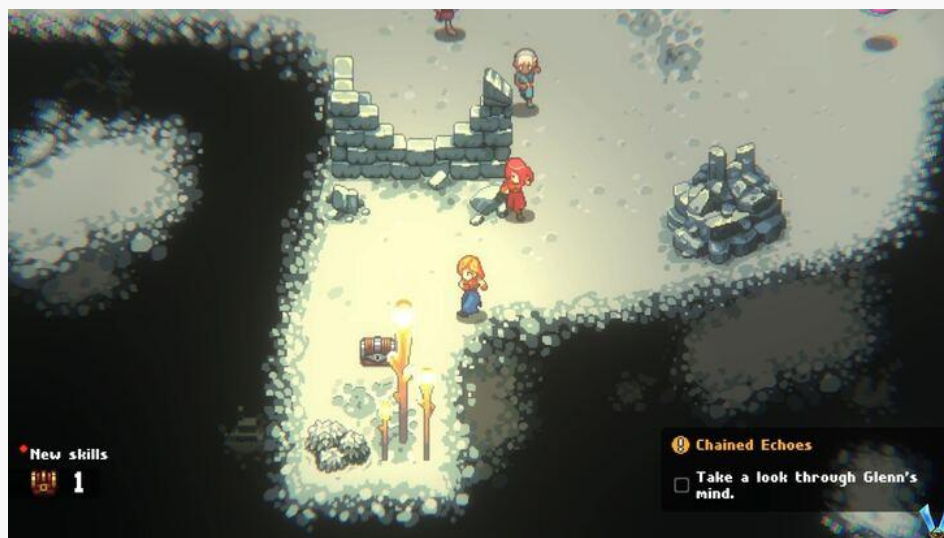
Head to 20 and place Dungeon to create the last passage. Cross and head to the northern exit to trigger a series of scenes where we see what seems to be one of Glenn's memories. This game's story continues to blow my mind to be honest. I've loved every moment of it thus far and this dungeon just solidified it as one of my 2022 GOTY.

After the scenes we'll be back in the "HUB" where the merchant is. The upper right entrance is now open so go ahead and go through it.

Thankfully this side is much easier than the previous one. From where we start go directly west to find a pair of eyeball enemies. Approach them to have them fly away. Hmm. Head northwest now to find a chest at the end with **Angel Wing x2**.

Return to the entrance and to the right you'll see an open area with the eyeballs just chilling there. From here go north-northwest to find a nose. Just like with the eyeballs approach it to have it fly away. It goes to the eyes.

Return and head to the eastern side where you'll now find a mouth. Approach it to have it go to the eyeballs and nose. South of this mouth is a chest with **Ambrosia** so make sure to get it.



Now that you have both chests go ahead and save your game, prepare yourself and approach the collection of body parts in the center to trigger a boss fight.



Ok, this is one creepy looking enemy! I don't know why we're fighting a face, but here we are!

This is the fight that made me appreciate Glenn so much, and made me realize just how important of a party member he is. There's no debuffing in this fight so we'll have to rely on Victor's buff on the party, as well as his heals. Make sure to have a second character that also has Heal All just in case it's needed.

That being said, you should pilfer from the boss to get a **Scholar's Habit**, which is a near upgrade for Victor (although we'll get them relatively soon). Although I couldn't do it, bringing both Mikah and Ba'Thraz to this fight is great. Ba'Thraz has his light swords to take advantage of the boss's weakness to light, then he can summon them all to deal tons of damage.

Mikah is also fantastic because she can of course give a huge boost in speed to the party and pack quite a punch with her Tiger combo. Don't bother using Final Blossom and just stick to the Tiger combo if you do end up using her.

Given that we don't have that many ways to exploit light weaknesses right now, having Lenne use **Heaven's Tear** is great. It's basically a skill that ALWAYS hits the weakspot no matter which one it is. It's weaker than her elemental thrusts, but it's still great if you're willing to sacrifice some damage for more skill slots. This was doing pretty good damage, around 700 dmg. per hit.

The boss itself though only has 2 attacks but they are quite strong so be careful. The good thing is that he only acts once per turn so you have plenty of time to heal up, especially after Windy Wings. Don't be like me and not heal through the damage.

- **Glare:** hits one character for around 130 dmg.
- **Windy Wings:** hits all party members for around 120 dmg.



And with that the northern exit will now open up. Head on over there to trigger another scene where we see more of Glenn's memories and another one of his previous lives. Damn I love this. Enjoy the scenes.

We'll regain control back in the HUB. This is it, we're about to reach the end. Save your game, prepare yourself (I REALLY mean it this time) and head north. There's a long hallway here you'll have to run through but go through the top exit to trigger more scenes... VERY GOOD SCENES.

After the scenes though, we'll end up in a boss fight, and it's probably the hardest fight we've had so far in the game.



This fight... this fight is HARD! And again, without Glenn you can really feel just how hard the boss hits.

To begin with, this boss can actually hit twice which is something I'll never like. Of course, given that he's a major boss in the game he'll also hit like a truck so I hope you're prepared. One thing I REALLY recommend if you end up struggling is to check your equipment and insert crystals into them. I played through the whole game without using the crystals and never had an issue, until this boss really made me think about it and make some changes.

That being said, let's go over what our characters should be doing. Lenne should be doing what she does best, in this case using Heaven's Tear to exploit the boss's weakness to dark attacks. If she's one of your characters that also has Heal All, that'll be very important. Sienna is a character that's also really good in this fight thanks to her Kesa Giri and Petal Storm. You'll want her pretty much focusing on attacking the boss and, if really needed, have her use OD bombs to keep your OD gauge down.

Victor, as per usual, should be buffing your party whenever it's needed and sticking to either healing or keeping your TP up. Using Valor Minuet for a TP regen is nice, but use items to heal TP if it's needed. Shielding Mazurka, if you got the skill, gives your party a shield that block certain amount of damage, which is really good. Don't even bother attacking with him. If you don't need to buff or heal, just use an item to fill up your TP instead.

Mikah is fantastic in this fight too because of her skills. Her Tiger combo does tons of damage against the boss, but so too does her Dragon combo, which you want to use once the boss summons his little minions. On the other hand, having Ba'Thraz out is a smart thing to use his dark magic attacks to really hit all the enemies, then summon his weapons to deal a considerable amount of damage.

Although I personally didn't use him, Egl is a great unit in this fight to bring out once the boss summons his minions and have them focus on Egl.

Now onto the boss. This guy is HARD! For starters, like said above, he can act twice per turn, and you know how that goes! Expect him to attack a lot! His attacks themselves aren't really that big of a deal, even if he uses something like Blinding Light twice. You can easily heal that, but the problem comes when he summons the Echo minions. These guys just attack but there's 3 of them and the damage can pile up really quick. That's not the only thing! There are 3 of them plus 2 moves from the boss, you can see where this is going right? Your OD gauge will be going right like crazy, making you REALLY focus on it at all times.



For this reason dealing with the minions is your most important thing to do, not even for the damage they do but for the OD gauge. Using Mikah's Dragon combo REALLY helps out against them, and so does Lenne's Ultra Move.

Speaking of OD gauge, around halfway through the fight the boss will use Twisting Wind to screw up the OD gauge. Yep, we haven't seen this in a while and man does it change the whole fight! When he does that, make sure to have Mikah buff your speed so you have several turns before he has a move of his own. You'll want to make sure to attack with your hardest hitting party members while the others either heal or keep the gauge at bay.

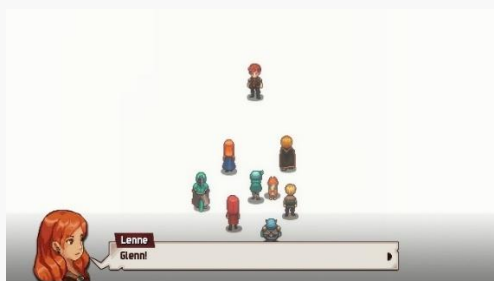
Do be careful because here the boss can interrupt your turns and summon his Echo fighters. Here you'll want to use your hardest hitting attacks: Sienna's Yoko Giri, Mikah's Dragon Combo/Final Blossom, Lenne's Elemental Jump Skill or even her Ultra Move if you got it at this point again.

One thing I REALLY recommend is saving your Ultra Move and have Victor use it. He fully restores the party's TP and gives you TP regen, which is always fantastic. I personally struggle with TP so this was a godsend.

Overall the fight is only hard because the Echo fighters and you have to REALLY focus on your OD gauge, but besides that it's not that bad.

- **Glare:** hits one character for around 110 dmg.
- **Summoning Echo:** summons 3 Glenn looking characters.
- **Blinding Light:** hits all party members for around 60 dmg.
- **Twisting Wind:** interruption skill that messes up the OD gauge.
- **Doom:** inflicts Doom on one character.

After the fight we'll of course have many more scenes. Enjoy them all and the quest will come to an end once they're over.



# End of an Era

*Frederik has set an ultimatum. The Red Wings decide it's time to end his rule over Valandis.*

As the quest starts we're told that there are sidequests to be done. Before we do them let us go and do this quest. We'll finish this quest and then we'll go through the next world exploration. It'll be a pretty lengthy section so I'd rather have you go through this quest first because **IT'S REALLY GOOD!**. Yeah, bold and capital letters are needed!



That said, if you find this section difficult, you should do the [Two-Winged Angel](#) (pg.401) sidequest first in order to get the Balthasar frame, which will help for the SA boss battles. You may also want to buy extra copies of certain SA weapons from the Hooge, such as Offensive Drones and Glaive.

## Head for the top of Raminas Tower

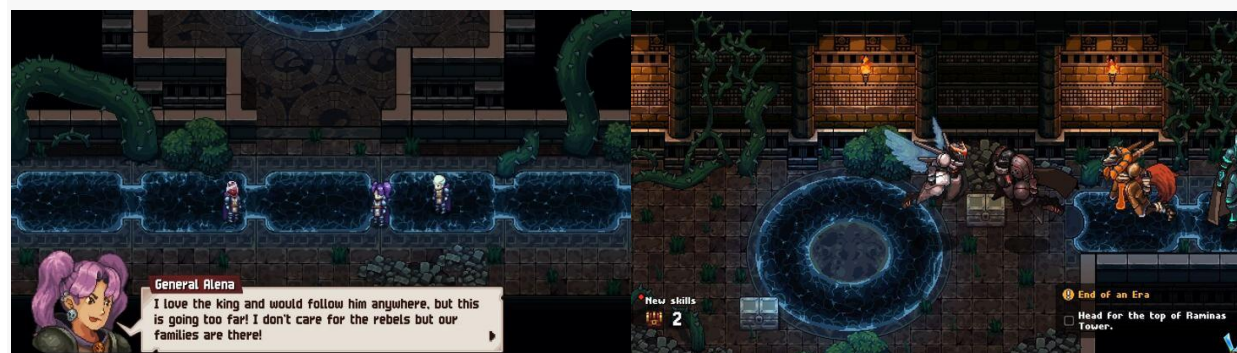
### Enemies

|                                                                                                            |         |          |                                   |                                                                                                 |
|------------------------------------------------------------------------------------------------------------|---------|----------|-----------------------------------|-------------------------------------------------------------------------------------------------|
| <br>Baki Warrior          | Human   | HP 11000 | Strong to Water,<br>Weak to Earth | Heart of the Baki<br>(Common)<br>Pride of the Baki<br>(Uncommon)<br>Pride of the Baki<br>(Rare) |
| <br>Ether Cannon Wielder | Machine | HP 8000  | Strong to Earth,<br>Weak to Wind  | Scrap of Tough Iron<br>(Common)                                                                 |
| <br>Hammer Wielder      | Machine | HP 12000 | Strong to Earth,<br>Weak to Wind  | Scrap of Tough Iron<br>(Common)                                                                 |

Are you ready to go take out Frederik? Let's do this! It's about time! Go ahead and get on your airship and make way to the tower that's south of Fiorwoods. Several scenes will play as we enter. Generals Alena and Kennrich? Are they our buddies now?... nevermind haha.

Eventually we'll regain control once we're inside the tower.

From where we start head north first and go west at the fork to find a metal chest with **Paris FP400**. Head north at the fork now to find 2 chests, these have **Merlin FM400** and **Elemental Cannon M400**.





Return to the start and go west now. Here we'll be fighting some Sky Armors, and several throughout the tower. Note that the Ether Cannon Wielders are resistant to physical attacks so you HAVE to defeat them with only magic so make sure to have magic on your SAs.



After the fight continue down the path and up the stairs. Up here go south first to find a chest with **Sword & Shield S400**. We are getting tons of upgrades, huh? Head back to the fork and continue east. Head north first at the next fork, destroy the enemy Sky Armors and past them is a chest with **Ovelia FO400**.

Return and go south now to find some Baki Warriors. They're the same as before. Right after them there's a path you can go south to find another chest, this one with **Offensive Drones O400**.



Head west now and follow the path up to the next floor.

Up here go east past the fork to find a chest with **Kerberos FK400**. There are TONS of upgrades! Head south at the fork and follow this path until there's a path going north. Follow it to find a chest with **Agamemnon FA400**. Continue east at the fork, kill the Baki Warriors and continue until you reach the next fork. Going west is the way to the top of the tower so go north first and go at the top path to find some more enemy Sky Armors and a chest at the end with **Great Sword GS400**.

And with that head back and move to the center of the floor. Save your game, prepare yourself and when ready ride the elevator up to trigger a scene and a boss fight right after.



This is a weird fight. This is the first time we fight a person while riding our SAs. And yeah, you have to fight her like this. The game will start the fight like this whether you had them on or not beforehand.

So this is a pretty easy fight, but it's a VERY annoying one. Let's start out with what we can do. This is a fight where you want to take them out one at a time, starting with the Valkyries in the back. They give Maria Mirror images, which basically let her avoid an attack per mirror image, so if they give her 2 Maria can dodge 2 attacks.

You really want someone in this fight to have a Glaive weapon, which is what Sienna started with. This weapon has Hornet Dance, a skill that lets you hit a target 1-5 times. This is perfect to get rid of these mirror images so make sure to use that whenever they have them on, including Maria. They are also weak to water so make sure to exploit that!

One weapon you should have is **Offensive Drones**. These give you skills like Command Defense and Command Attack that buff your party, but also give you Drone Swarm, an attack that hits all enemies several times, also helping in getting rid of the mirror images.

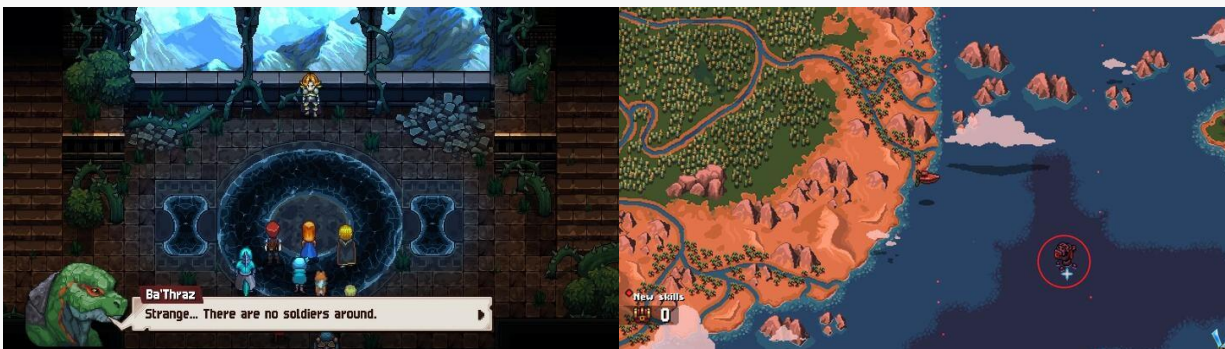
Goes without saying that they can continue putting these mirror images on themselves, making this fight very annoying and taking longer than it needed to be. But that's pretty much the fight. She'll just attack and use her mirror images over and over. Again, it's not a hard fight AT ALL but it's very annoying.

- **Attack:** hits 2 party members for around 600 dmg.
- **Falling Spears:** hits all party members for around 360 dmg.
- **Mirror Images:** allows target to automatically dodge any attack.



Once we regain control after the fight, simply head north using whichever path you want and we'll reach the room where Frederik is. Several scenes play out here... shocking ones as well. I LOVE THIS! Code Geass??? Hello? This is amazing! Enjoy them as they're some of the best scenes in the game in my opinion.

Once you regain control go ahead and call your ship and head east to where we find the Vaen Champion near our island. Make sure to save your game before you interact with it because we have a boss fight as soon as we start.



Now ain't this a boss fight! This guy looks incredible and he has 4 crystals behind him. Each crystal gives him a certain type of skills so you can imagine what we need to deal with first, right?

Well, for starters the boss acts twice per turn so keep that in mind when managing your OD. Now let me talk about his crystals. There are 4 of them: **Broken Crystal** (white), **Healing Crystal** (green), **Magic Crystal** (yellow), and **Metal Crystal** (red).

Don't worry, these crystals don't act on their own. I was scared at first because I thought we had 5 enemies, but we don't! These crystals only give him access to that type of skills, so you'll only see 2



moves per turn. They are targetable though so you'll want to make sure to destroy them to limit his skills. They also do a flat 5000 dmg. to the boss so that's good as well.

The boss will be using skills that attack all party members and can be quite hard to keep up healing so make sure to have 2 characters that have Repair All. Thankfully he has a Broken Crystal which means sometimes his turns he'll do nothing.

For your party you want to do your usual buffing like in the previous fight against Maria and keep yourself healed while managing your OD gauge.

The order in which you destroy the crystals is completely up to you. I personally went with the green crystal first to avoid all healing, then I went for the yellow crystal, then white, and lastly red. Each will do 5000 dmg. to the boss once you destroy them, so that's a whopping 20000 total. Once it's out of crystals though, the only thing he'll do is attack normally so nothing too bad.

- **Attack:** hits one party member for around 700 dmg.
- **Heal:** heals himself for 5000 HP.
- **Otherworldly Claws:** hits all party for around 800 physical dmg.
- **Nirvana:** hits all party for around 850 magical dmg.
- **Nothing:** ... literally does nothing.

After the fight we'll have many more awesome scenes. God I'm madly in love with this game. Right after the quest will come to an end and a new one will start!



# World Exploration (2nd)

Welcome to the second and probably final world exploration. There are tons of things to do, things to complete and whatnot. You ready?

## New quests

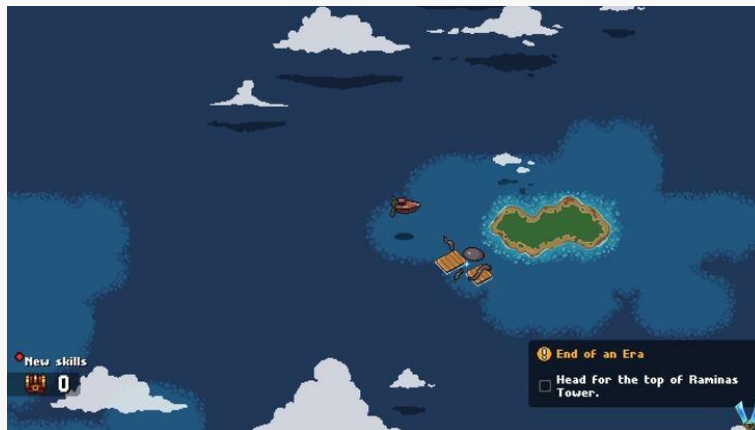
At this point I'm assuming you did all previous sidequests and have access to areas like the Goblin Village in Ograne Grottos. It seems there are new sidequests available amongst other things we can do.

- [Falfalaran Sings the Fairy](#): (pg.403) acquired in Tormund, rewards you with a new fighter
- [Two-Winged Angel](#): (pg.400) acquired in New Wyrnshire, rewards you with the opportunity to buy a Sky Armor for 50,000
- [A Will To Live](#): (pg.407) acquired in the Iden Village of the Fiorwoods, rewards you with a new fighter
- [No Place for Happy Endings](#): (pg.410) acquired in Flandern, concludes Robb's story

Once you're done with these quests, get on your airship. You'll notice several things appear on the world map:

- The Inner Sanctum
- The Raminas Tower
- A kraken in the northeastern part of the map

## The Kraken



Head on over there and land. As you do save your game, get on your SAs and head right to find a kraken named **Krakun**! It's a stronger version of the Kraken we fought in the sewers of Farnsport. We're fighting the 3 tentacles again (healer, magic user, and physical user). The strategy remain mostly the same despite us using SAs. I had Glenn use Command Attack and Defense to increase ATK and DEF while Victor focused on healing. All the tentacles are weak to wind so take advantage of that. However, if you're aiming to win the battle on max difficulty settings, you may want to wait until you have tier 6 SA equipment.

Note that the Krakun's main body can act too, and it can randomly increase or decrease the size of the safe Overdrive Gauge in SA combat.



After the fight, collect the 4 chests strewn about. Two of them have money while one of them has **Repair Kit DX x2** and the other has a **Wind Tablet**, which is a key item we'll save for later.

## Ograne Grottos

### Goblin village

Once back in the grottos, head on over to the Goblin Village in the upper right corner and talk to the merchant (to the left of the Goblin Chief) to purchase some items.



The first item of interest is the **Incocybin Berry**. As you've learned from The Gates of Nhysa quest, this item considerably weakens the formidable Tadeye monsters in the grotto. Purchase at least 10 Incocybin Berries.

The two other important items to buy are **The Human Language** and **Baibai X**. The former allows you to understand Goblins while the latter allows you to enter northeastern portion of the Perpetua.

**NOTE:** if you go talk to Jan and his daughter, you'll see what happened to the daughter... it's like she's a completely different being. That's so sad!



Talk to the one Goblin on the right side of the chief's hut. He says he lost "the key" in the western mushroom field, which is next to the merchant. Return to that area and retrieve the **Miner's Key**. We'll put the key to use shortly. For now, let's finish up other tidbits in the grottos.



## Western grotto

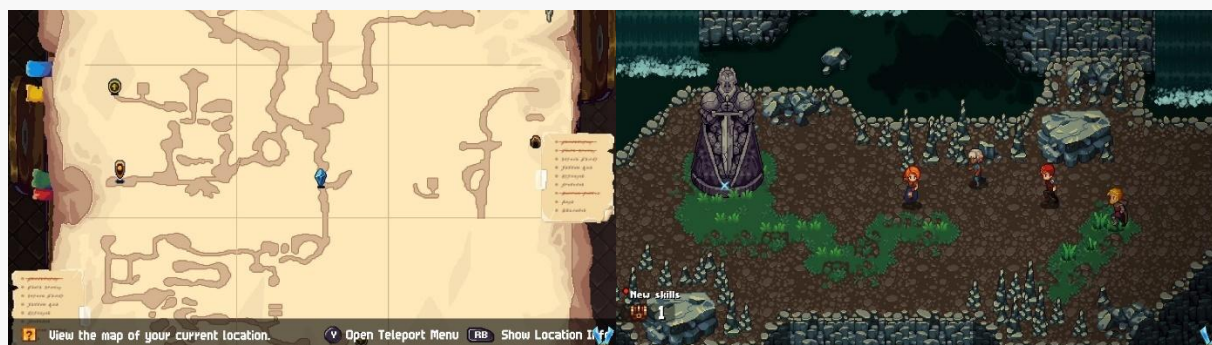
Fast travel back to the central crystal and go over to the west side of the grotto. Depending on your luck, a Tadeye may be blocking your path.



Fight it. Use that Incocybin Berry and kill it. After the fight, go west first and south after the bridge to find a chest with **3584a**. Go west across another bridge to find a fork. Harvest the **crystal source** and go west to find a **Class Emblem Statue**. Depending on your luck, a Senior Tadeye may be blocking your path. Defeat it using the Incocybin Berry.



Save the game and interact with the statue. Time to prove ourselves.



This one makes us fight 4 Tadeyes. Of course, this will be an easy fight if your 4 party members have their turn first. Have each member use an Incocybin Berry on a different target to dramatically lower their stats. After the fight we'll get **Franforth the Mage Warrior**, the **Mage Warrior Class Emblem**. It improves all stats negligibly and bestows the "Magic Smash" and "Physical Wonder" skills. Physical Wonder is a physical attack that depends on the MAG stat instead of ATK, enabling Lenne and Ba'Thraz to do powerful physical attacks. Magic Smash is magical attack that depends on the ATK stat instead of MAG, Sienna and Glenn to perform powerful magical attacks.

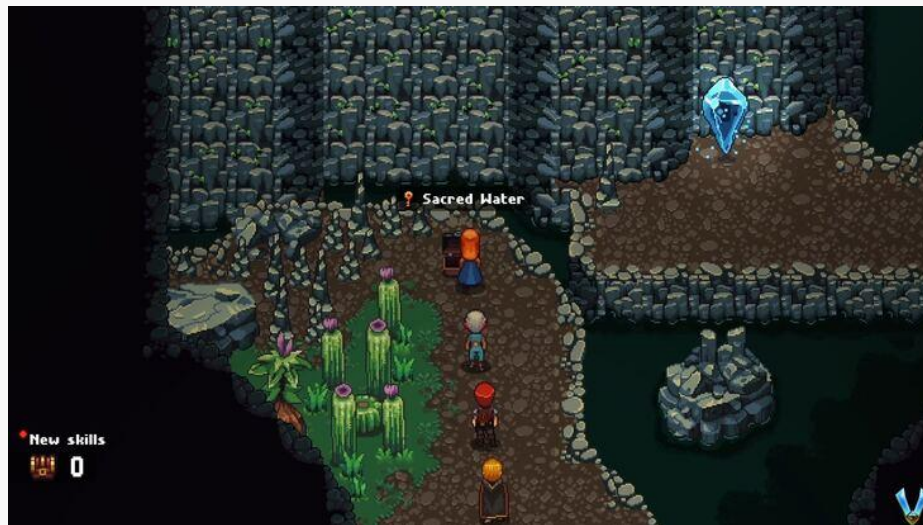


Return to the fork and go north. Follow this path, kill another Tadeye and climb down the wall to find a monk called **Gimaj**. Talk to him and he'll join the clan, giving you 50% chance to earn double SP from battles.

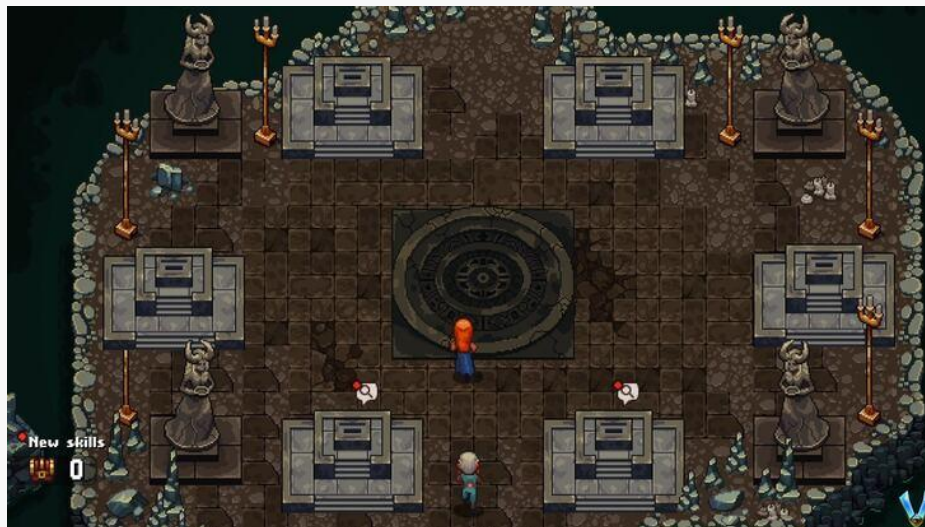




Climb back up the wall and go north for a chest with **Sacred Water**.



Return to the entrance (where the first Tadeye was) and head north now to find another Tadeye. Go left, down the wall and to the left you'll find a **fast travel crystal**. Going north from here leads to an arena adorned with six tablet stands.



The Wind Tablet we received from Krakun goes here, on the right side. We need five more tablets, one of each element. The crystal allows us to access this location quickly.

## Rockbottom

### The shrew

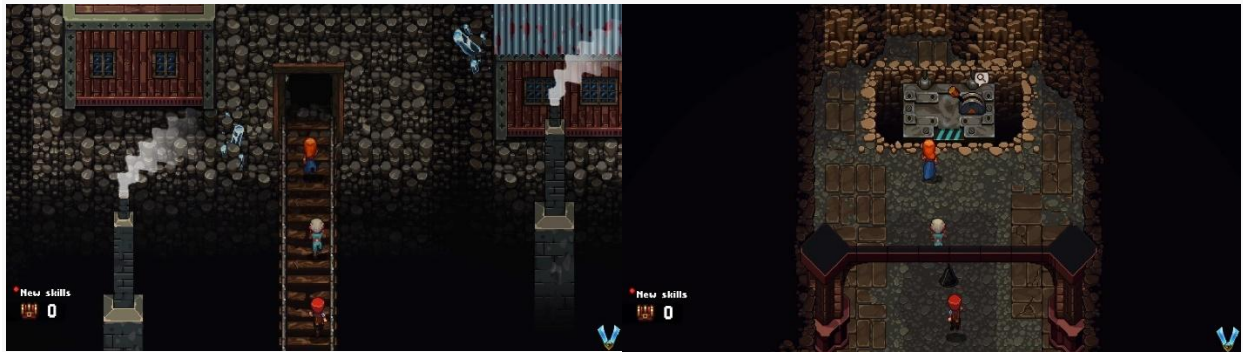
Teleport to Rockbottom, go east across the bridge. Enter Bernd's house and talk to the lonely "Never his Wife to Begin with"! She wishes to visit the Hermit Island. Once she does, teleport to the island and find Bernd east of the music auditorium. A scene will play as you get close, and "Never his Wife to Begin with" joins the clan. Talk to her in the inn. She enables you to receive only one type of crystal each time you harvest a crystal source. Useful!



## The conclusion of a goblin's dilemma

This part of the guide assumes you've completed A Goblin's Dilemma, which ended in a cliffhanger. Time to finish it.

Teleport back to Rockbottom. From the crystal, go south, enter the mine, and follow the tracks. Once you're outside, continue following the tracks north into the cave. Here you'll find an elevator. Use the Miner's Key from the Goblin's Village to ride it down to Wygrand Mines.



Go east, kill the long-outclassed enemy, and unlock the door to the north. (Perhaps you remember that during Act 1, a goblin blocked it.)

Go inside and follow the path. You have two fights with Goblins along the way. Once you reach the end of the area, you'll find an electric rail car. Ride it to the next area. Don't worry, there are no bosses to fight this time.



Read the note nearby. It tells you about the Goblins and how they were "created". Move forward to find the **Darkness Tablet**.



Continue west. As the path goes south, you'll be able to jump across the water. Do so and destroy the totem to trigger a short scene. Doing so transforms all the Goblins back into humans... at least those that could still be alive.

You'll be teleported back to Hermit Island.

## Rohlan Fields

### Jan and Marisa

Visit Jan in the cave hidden behind his house. Marsia is back to being a little kid as if nothing has happened. Jan will be super happy and give you an **Elixir** and a **Repair Kit DX** as thanks.

### Treasure hunting

Head to the northwestern area of Rohlan Fields. Above the entrance to the Temple of Purple Flame is an area where we can land our SAs. Do so and you'll find some ruined buildings. There are 3 chests here. The 2 chests on the western side have an **All Immunity RAM** and **Exchange Parts x2**. The lone chest on the right has the **Manor Key**.



Remember that mansion in the middle of the lake that was locked? Head on over there and head inside. This place... is in ruins! Head upstairs and go inside the bottom room. This looks empty right? There's actually a hidden path on the southern wall. It connects to the room to the far left.



Over here go around and back downstairs. Head into the room to find a pair of chests, one of them with **Rusty Rapier** and the other one has **Charon's Coin Bag**. This is very important and we need it on the eastern side of Ograne Grottos. We cannot access it just yet but we got it so we wouldn't forget.

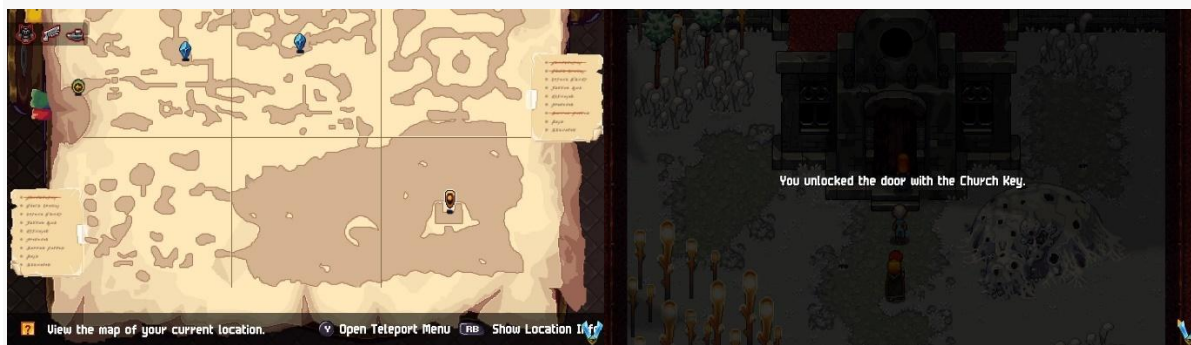


## Perpetua

|                                                                                                     |       |          |                                  |                        |
|-----------------------------------------------------------------------------------------------------|-------|----------|----------------------------------|------------------------|
| <br>Black Sheep    | Beast | HP 15000 | N/A                              | Black Wool (Common)    |
| <br>Cobwebtaddie  | Beast | HP 4500  | Strong to Dark,<br>Weak to Fire  | Toadstone (Common)     |
| <br>Dune Charger | Ether | HP 10000 | Strong to Wind,<br>Weak to Earth | Electric Hair (Common) |
| <br>Sand Shark   | Beast | HP 5000  | N/A                              | Sandy Fin (Common)     |

## Southeast

Fast travel to the central crystal and head to the bottom right area. Remember that building we previously couldn't get into? Also, do you remember we got the **Church Key** while we were in the Empyrean Ruins? That's where we use it. Land your SA within the walls and open the door and head inside.





Once inside the building check the upper right painting to open up a secret passage. There's a staircase near the entrance. Go down and follow the path to find a pair of large stone slabs. It says something about Leonar and gives you some rough locations. More on this later. Let's finish up things here in Perpetua.

Leave the building and remember that camp just a bit north with the scientists? Talk to the NPC here called **Zellor** (the one we couldn't talk to before) and we'll get him to join the clan. Thanks to him we'll actually get a discount in every shop!



## East

Head north from the desert to the next area of Perpetua and remember we couldn't traverse through here because of those huge black Yak enemies? Well, we are now strong enough to defeat them... at least I was haha. They are called **Black Sheep** and they are still super strong so be careful. Their normal attack hit me for around 650 dmg. but they have a party wide attack that hits for over 1100 dmg. to everyone. Super dangerous.

After defeating the first one go west while sticking to the bottom wall to reach a chest that has **Filthy Touch RAM**.



Return to where you fought the Sheep and go right also sticking to the bottom wall to get to a **crystal source**. Head north from here then go west when possible for another **crystal source**. Continue going west until you reach another fork which you should also follow west. This leads to a fight with 2 Black Sheep. Save your game here before you start. This fight is very hard thanks to their party wide attack. I recommend you focus on one and do your best to kill one of them ASAP, before they start using their attack. If you die before, simply run away and try again.

After the fight open the chest here for your reward, a **Dark and Light Resist RAM**. Nice! Return to the fork to the far east side and go north for another fight with 2 Black Sheep. Kill them and go past them into the next area.

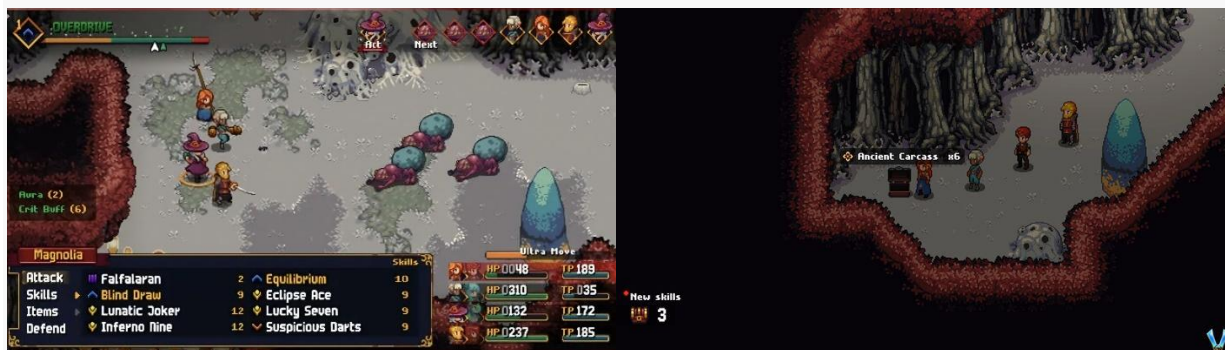
## Northeast

Here you'll discover a **fast travel crystal** and also complete the map. Nice! Also, do you notice the vines blocking your way? Remember we bought this Baibai X item from the Goblins in Ograne Grotto? Yeah, use it here to get rid of the vines! We can now explore this section.

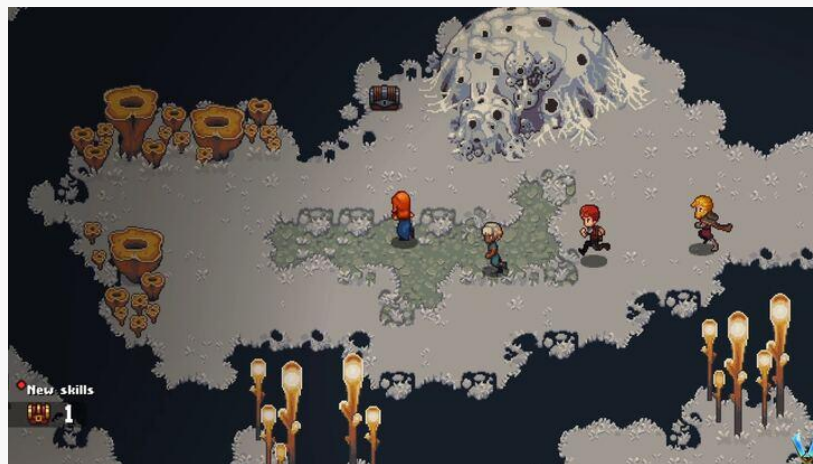
Note that the enemies here hit really hard so be careful. There's also a boss fight of sorts up ahead so be wary and save your game often. Go east from the start and you'll find some enemies.

This enemy is the **Cobwebtadie**. They are weak to fire and you want to debuff them ASAP (or buff yourself) because they hit hard. They also like to Poison you with their bite and when you kill them their green back explodes and deals around 100 dmg. to all the party AND poisons them. Horrible. You can purchase Herbal Collars from Tormund to resist poison. Make sure to fully heal before you kill the next enemy.

Past them follow the southern path to find a chest with **Ancient Carcass x6**. Then follow the northern path for **Emperor's Hide x6**.



Head west from the entrance and make your way north to reach a fork. Grab the **crystal source** here and head north to reach a marsh-looking area. Head through through these to find a chest with **Blood Stone x4**. For the other chest go to the southeastern exit and go north following the outer area of the marsh (under the trees) to reach the chest to the north that has **Divine Wool x5**.



Go southeast from here and you'll see the path going up and around. Make sure to save when you reach the top part of the path because a little scene will play then a boss fight!

## BOSS FIGHT: ASSASSIN GIRL



This fight is tough and needs some preparation. Bring the following along:

- Plenty of Angel Wing items
- Tomke, with Broken Accordion learned
- Sienna, equipped with X-Slash, Blade Reflection, Quick Step, Shadow Step, Dragonfang and geared for high AGI and high CRIT
- Robb, equipped with Leg Shot, Poison Shot, Toxic Shot, Paralyze Shot, and Sleep Powder

The assassin (which resembles the [Red Riding Hood](#)) uses the following moves:

- Attacks two party members, instantly killing them – Sienna's speed and evasion are priceless here. She can dodge death and land more blows.
- Uses the **Thousand Daggers** skill, which culls all of your characters' HP to 1 – This is where Tomke must retaliate with Broken Accordion.
- Summon up to two Doppelgangers (resembling the grandmother and the wolf who ate the grandmother, both from the Little Red Riding Hood story.) – Robb's Pandemic can keep them occupied with healing.
- Advances toward her victim – You must defeat her before she has a chance to reach her victim.

In this fight, you don't have the luxury of giving away turns to buff the party or heal them. They'll continuously die and lose the buffs. Debuffing the boss, however, is effective. Inflict Leg Shot (Robb, priority one), All Break (Glenn), Poison (Robb), Toxic (Robb), Bleed (Sienna or Mikah), and Blind. Over time, she gains resistance to Robb's ailments. Use Robb's Ultra move to reset the resistance. Other characters must attack non-stop.



After the fight and the scene, pick up the **Light Tablet**.



## Fiorwoods

Fast travel to the crystal at the camp and talk to the NPC to the north, **Jack**. He finally cleared the area here, giving us access. He'll also join the clan so that's a win win!



Go through this new area to find a chest at the end with **Rusty Gun**. Neat!



# Vacation Resort

Remember the beach where **Fridolyn** went? We need to go there.

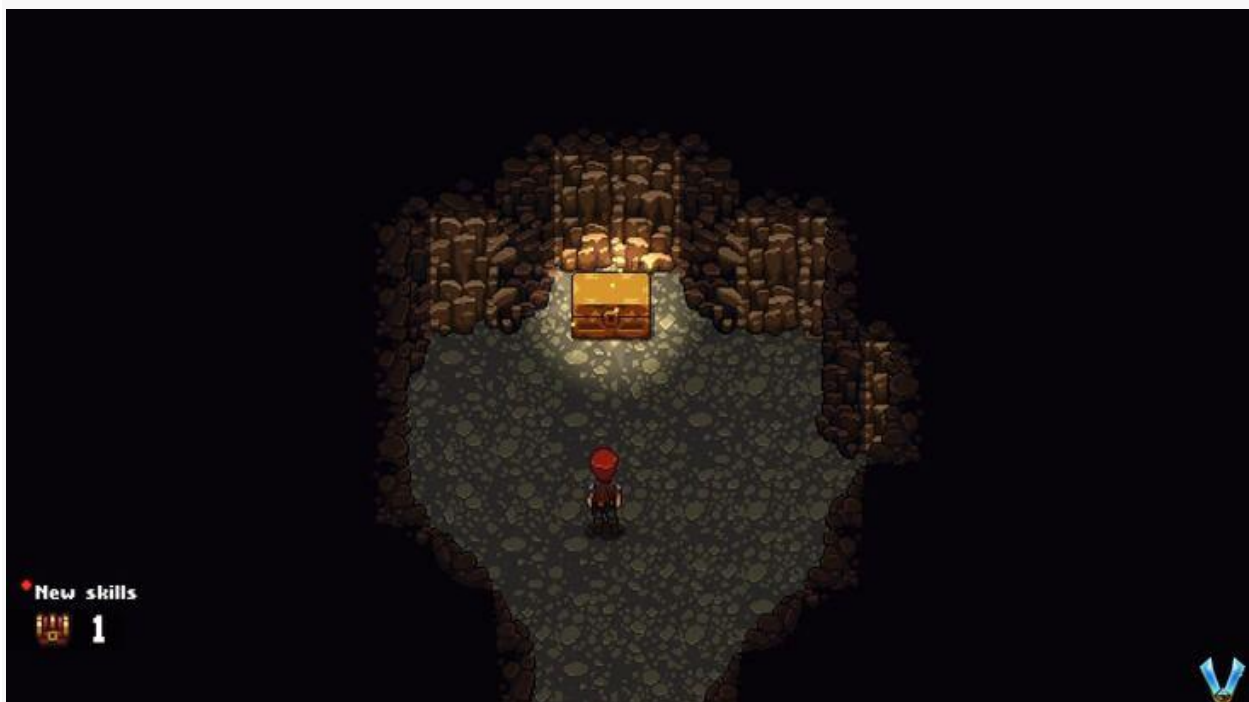


Once here talk to him and he'll join the clan. We could use a magic user! With Fridolyn joining the clan, he should be the last one and your trophy/achievement should've popped.

# Hermit Island

Recruiting every available NPC into your clan has a dramatic impact on the Hermit Island. It now has stone walls, a main square, additional buildings for offices and diplomatic affairs, and a small park for children. In addition, the inn and the armory have unlocked their top floors. Visit the armory's second floor to find some chests containing **Mystic Ring, Plot Armor, Knightly Sword, and Life Thread**.

Inside the old base, go to the auditorium and go west. Remember that Bernd was digging here? Well it looks like he finally cleared the way so we can get the golden chest behind that has **Soul of Farnese**.



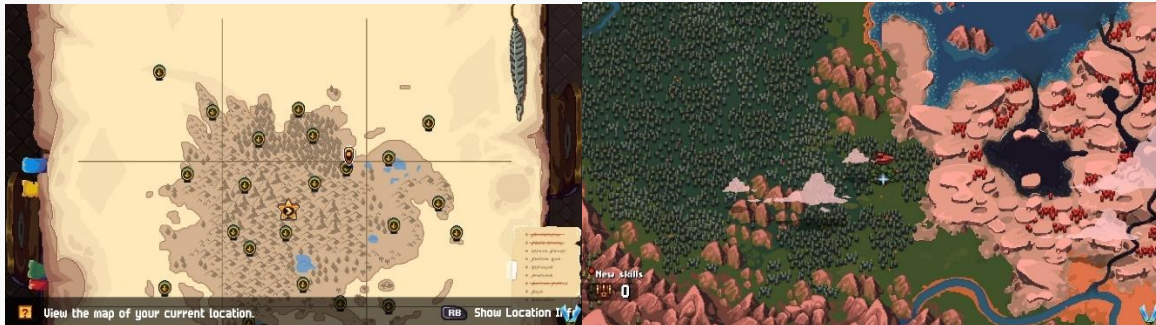
Head through the southwestern exit where Triony and Pavel are fishing. Speak to Triony to receive another **Soul of Farnese**.



## Leonar Challenges

### West of Perpetua

By now, three new areas must have appeared on your world map. These are the Leonar Challenges, puzzles with the orbs. Let's go counterclockwise starting with the one just west of Perpetua.



This challenge... broke me haha. Tried to do it for like 40 minutes one night and I rage quit. Woke up the next day and still took me like another hour to decipher how to do it. Read carefully as I give you directions:

- Move middle orb left then up.
- Move left orb up so it's next to the previous orb. Then move it right into the orb, then down, right, up, right, and down into the breakable block.
- Move the top left orb right into the other orb.
- From these 2 orbs, move the right one down, left, up, and right into the other orb.
- Now push the bottom orb up and right onto the golden plate.
- From the 2 remaining orbs, move the right one up then move the left orb to the right onto the golden plate.
- Lastly move the orb right, down, left, up and right onto the golden plate.



And with this we gain access to the back of the area. Go through to find a chest on the right with **Rusty Spear**, then at the top is our **Class Emblem Statue**. Time to prove ourselves!

**NOTE:** Please note that all 3 of the fights in these challenges are roughly the same and the same strategy applied to one can be applied to all 3.

In this one we're fighting an astounding **nine** Clock Spiders. Remember them? They used to be really tough but at this point in time they are really easy. Since this is considered a "boss fight" the game will fill up our Ultra Move gauge. What I did here was use Glenn's Ultra Move to of course lower all of their stats, used Mikah's Double Steps to buff my speed, Victor's Heroic Ode to buff literally everything we have, then had Lenne use Water Jump. Used my SP to max out Lenne's Water Jump and she killed them all in 2 hits. Pretty crazy.

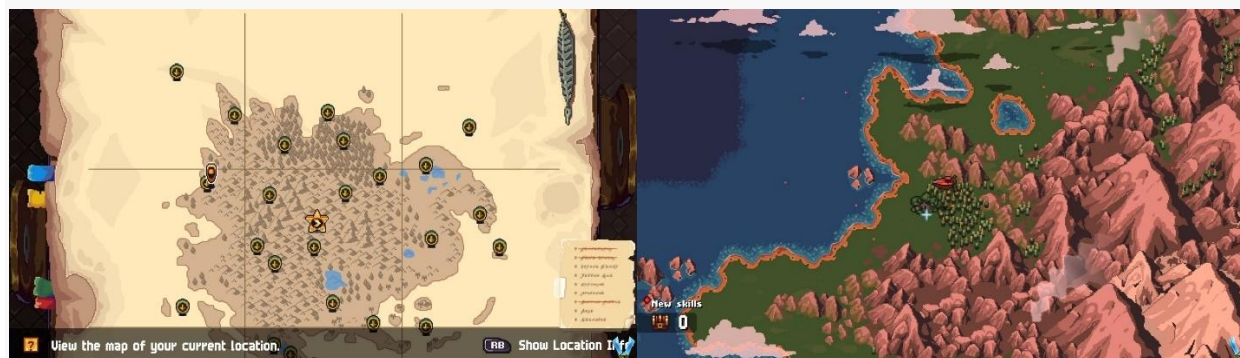
They won't be dealing that much damage thanks to the buffing from Victor and debuffing from Glenn but feel free to heal if you do take considerable amount of damage. Also feel free to switch Mikah for Sienna and have her boost our crit instead.

After the fight we'll get **Methosilis the Rune Knight**, the **Rune Knight Class Emblem**. This one boosts almost all of our stats but REALLY gives us a boost in MIND, magic defense. It is also a fantastic class so we can get **Light and Dark Coat**. These give that element to our physical attacks, for all the party. This is great for when we're fighting a tough boss that's weak against that element. You can use it with Glenn's Cross Slash to do tons of damage. Lenne already knows the Water, Fire, and Wind variation of this skill as well.



## West coast of Valandis

Our second one is located on the western side of the island.



Another orb puzzle! Let's do this! We only have 2 orbs this time.

- Move the top orb right, down into the breakable block, then left, down, right into the breakable block.
- Move the left orb up, right, down, right into the breakable block, up, left into the breakable block.
- Move the bottom orb up then move them both onto the golden plate.

That was... surprisingly easy! Go through the gate to find at the top our **Class Emblem Statue**. Time to prove ourselves! This fight is against 5 Golems. Same strategy like I mentioned above.

After the fight we'll get **Trangil the Gambler**, the **Gambler Class Emblem**. This class is all about luck, and I don't like that haha. His skills are all based on luck. One of his skills attacks enemies at random and a random amount of times. It can be really good or really bad. I can see it being useful for boss fights where there's only one enemy, but that's about it. His other skill lets him inflict a status effect on all enemies for 1 turn.



## Northwest of Valandis

Lastly, this one is located in the northwestern corner of the island, directly west from Tormund.



Again, we have an orb puzzle here. We're back to 3 orbs! Here's how to solve it:

- The middle orb move it down into the breakable block, then left, then up and right, breaking both breakable blocks.
- The orb to the right (the one that was already here) move it down into a breakable block.
- The orb to the left move it right.
- The top orb move it down, then left, then up, right, down and left under the breakable block.
- From the 2 orbs on the left, move the right orb down then the left orb left.
- Continue moving this left orb up, right, and down into the breakable block.
- Move all 3 orbs onto the golden plate.

And with this we gain access to the back of the area. Go through to find a chest on the left with **Rusty Amulet**, then at the top is our **Class Emblem Statue**. Time to prove ourselves! This fight is against 3 Golems and 4 Clock Spiders. Same strategy like I mentioned above.



After the fight we'll get **Living Flame the Pyromancer**, the **Pyromancer Class Emblem**. This is the class that gives you a huge boost in MAG, perfect for Lenne and even Victor for more healing. This class gives you access to both fire and wind spells. Although Lenne's are stronger than these, they are perfect so you can have other characters learn these spells like Thraz and even Victor. You can also get Fire Resistance and even kill plants faster. Neat.



And that should be it for this exploration page! Up next is our next quest where we go deeper into Nhysa!



# Killing Gods

**NOTE:** you must have completed the quest **The Gates of Nhysa** (pg.384) in order to get here.

Man, that last quest was something else huh? And what about all the exploration? Got a bunch of upgrades? I bet you did!

## 8 Head to the entrance of Nhysa



## Monsters

|                                                                                                        |        |          |                                   |                                                                       |
|--------------------------------------------------------------------------------------------------------|--------|----------|-----------------------------------|-----------------------------------------------------------------------|
| <br>Blemmyae         | Undead | HP 6000  | Strong to Dark,<br>Weak to Light  | Old Nipple (Common)<br>Titan Leather (Uncommon)<br>Adamantite (Steal) |
| <br>Earthworm       | Beast  | HP 12000 | Strong to Earth,<br>Weak to Water | Earthworm Scalp (Common)<br>Orichalcum (Uncommon)                     |
| <br>Phantom         | Undead | HP 3000  | Strong to Light,<br>Weak to Dark  | Memory (Common)                                                       |
| <br>Purple Pigear   | Beast  | HP 3000  | Strong to Earth,<br>Weak to Fire  | Deluxe Pom-Pom (Common)<br>Modal Fiber (Uncommon)                     |
| <br>Two Head Wyvern | Dragon | HP 10000 | Strong to Earth,<br>Weak to Wind  | Tiny Third Head (Common)<br>Devil's Head (Uncommon)                   |

## Loot and Materials

- Bread Crumbs
- Caterpillar
- Crocus
- Expensive Door Knob
- Fake Grapes
- Ivy
- Memory Chains
- Metal Finger
- Old Pot
- Screw

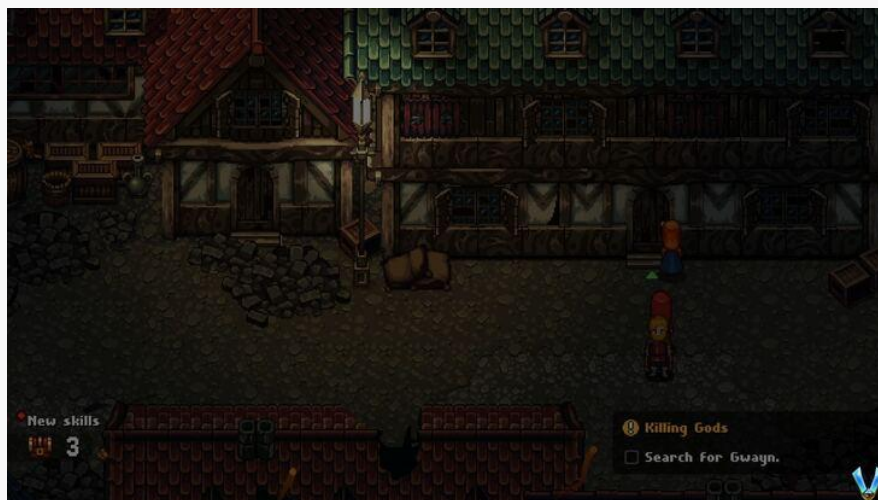
| NHYSA - MERCHANT |         |     |                 |                |
|------------------|---------|-----|-----------------|----------------|
| -\$-             | USABLES | -\$ | -\$-            | MATERIALS - \$ |
| Snack            | - 100a  |     | Rainbow Ore     | - 600a         |
| Meal             | - 1000a |     | Emperor's Hide  | - 675a         |
| Sweets           | - 200a  |     | Ancient Carcass | - 675a         |
| Panacea          | - 50a   |     | Divine Wool     | - 675a         |
| Eye Drops        | - 50a   |     | Blood Stone     | - 675a         |
| Alarm Clock      | - 50a   |     |                 |                |
| Antidote         | - 50a   |     |                 |                |
| Lozenge          | - 50a   |     |                 |                |
| Sage             | - 50a   |     |                 |                |
| Angel Wing       | - 400a  |     |                 |                |
| Repair Kit       | - 600a  |     |                 |                |
| Exchange Parts   | - 1000a |     |                 |                |

Go ahead and fast travel to the crystal right outside the city and go left to find Maddeleine. She's almost dead. It seems some bandits came here and attacked her right after she opened the gate. Oh no. Who could it be? Well, she'll stay here while we venture deeper into the city... it seems even the Church is here... what's left of it. It cannot be good.

## 🔔 Search for Gwayn

Once the scenes are over we are ready to explore the city. Head north from where we regain control to find a little plaza. You can speak to the ghosts here and make use of the anvil as well. Now, before we continue go ahead and open up your map. Do you see the cave openings that have a key next to them? Well in Nhysa we need to find keys in order to reach the end. There's the 2 "cave" openings here that require a bronze key, and a silver key is required to the north. There's also a gold key to keep an eye out for. Funny enough, we get the silver key first before getting the bronze key.

That being said, you'll want to traverse this area on your SAs for the most part since the enemies here are meant to be killed with them (except those we find in the park... more on that later). For starters go east and before exiting the area enter the house to the north to find a chest inside with **Orichalcum x2**.



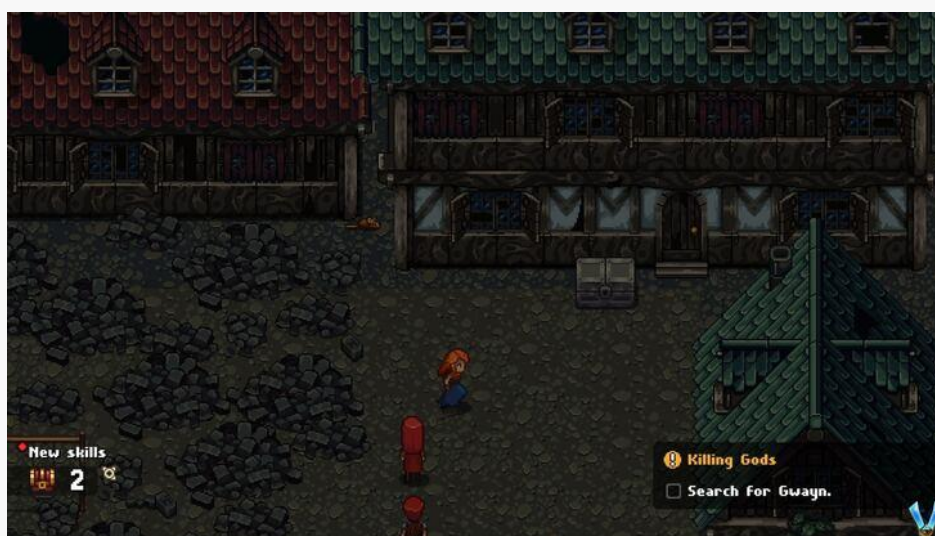
Return back outside and now continue east into the next area. Here go north at the fork and enter the house in the corner. Go through the back door to find a chest in the back with **Titan Leather x3**.



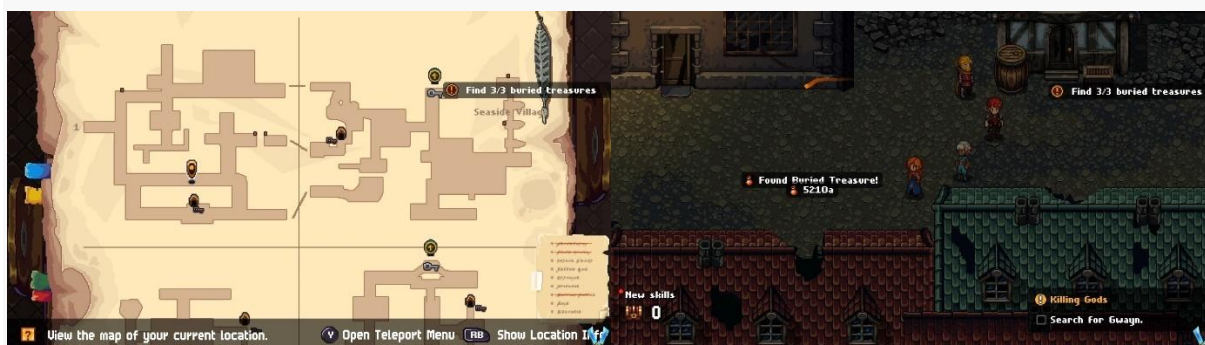
Head through the house and go east now. From the fork head south first to find some Two Headed Wyvern enemies. Kill them and go south in between the buildings, then go west at the fork to find a chest with **Plot Armor**.



Return to the fork right before the Wyverns and head north from the fork now to find a **crystal source** at the very top. Return and go east now to reach a large playground area. Move to the upper left corner to find a metal chest up here with **Support Drones D500**. Just what my Victor wanted haha. Check the upper right corner as well to find **Kerberos FK500** in a chest.



There's an exit here to the east. Ignore it for now, return to the entrance and go south now to another fork. Go east here, kill the enemies that block your way and right after stick to the bottom walls to find a **buried treasure** with **5210a**. This one is where the house with the broken red roof is (look at images for more info).





Further east is a fork. Go north first to find 3 NPCs in the middle of the fork. Talk to them if you wish then go north for a **crystal source**. To the right of the fork is a house we can go into. We're not going that way right now (although there's a merchant inside the house if you need him) so return to the fork to the south and go south then east into the next area. This is an enclosed part of this new area but it has 3 chests, these contain **Adamantite**, **Herbalist's Advice**, **Orichalcum x2**.

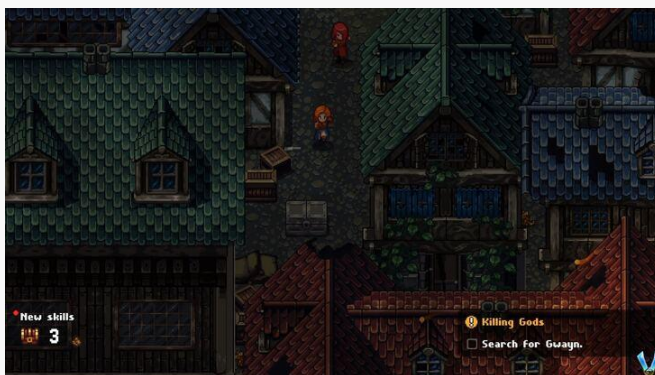


Return to the previous area and go west now. There's nothing in this path besides a locked door (still need that bronze key). And that's about it for this area. For now head back to the entrance to the north and return west to the previous area.

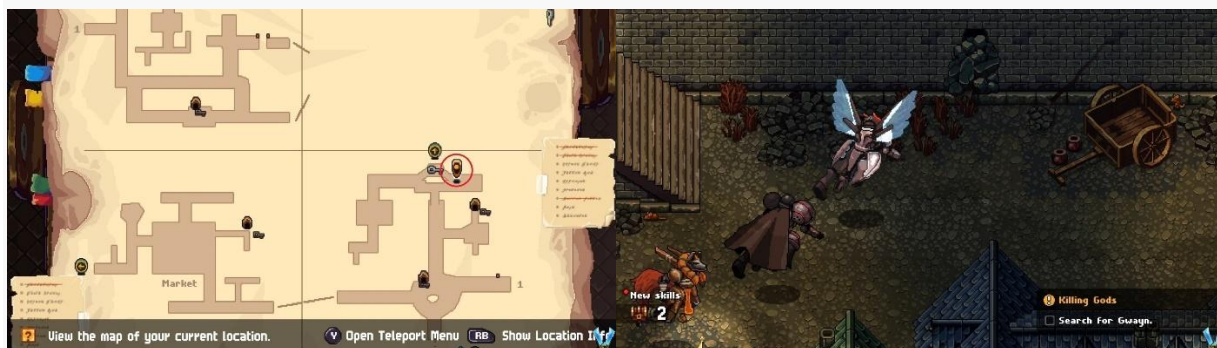
Return to the start and go north now. Go east at the next fork to where the cave entrance is and you'll be attacked by some **Earthworms**. Super annoying enemies that hit hard but also have an attack that can hit everyone so be careful.



After the fight head south to find a sneaky chest with **Great Sword GS500**.



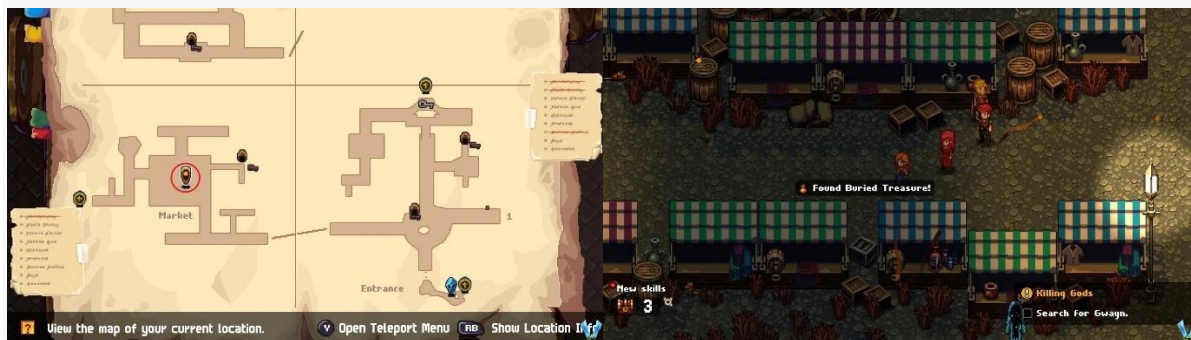
To the north is locked so return to the fork and go north now. Check the right side of the staircase to find our first **hidden cave** that has... nothing inside. It seems this "BB" person took it as well. HOW? Who is this person? Will we ever find out?



To the right of the cave is a chest with **Sword & Shield S500** so make sure to pick it up. Head west now to find some **Two Headed Wyvern** enemies. Not too bad of an enemy. Their single target claw attack really hurts so be careful.

Just past them is a chest further south that has **Bowgun B500**. Return to the entrance and now we'll want to go west into the next area, which is the market.

Once here in the market head all the way west past the fork, fight off the Earthworms and open the chest behind them for **Hammer & Shield H500**. Go north from the fork now to reach the market itself. Talk to the first ghost you see here and notice he's standing in front of a tent with white and green stripes. Check behind the tent on the left with blue and white stripes to find a **buried treasure** with **9411a** for you. Neat!



Head north from the market area and go east at the fork at the top of the area to find a chest with **Ether Cannon E500**. Surprised to see it not being guarded at all. Return to the market and head west now to reach another fork. North has nothing besides some random collectibles so get them and head south to reach another fork. Go north through the grass to find a sneaky chest with **Devil's Head x2**. Afterwards proceed to the next area.





This here is the park section of the city. From the large open area where we start you can go northeast to a house but it's locked. We need that bronze key! Instead head northwest to the **Purple Pigear** enemies. They can hit pretty hard and possibly kill a character if they all hit the same person, but they also have a move called Life Thread. This basically kills one of your characters when the Pigear dies. Very scummy. Prepare for more of that on other enemies. Note that Life Thread is a debuff applied to a player character, so you can avoid it by swapping that character out.



Past them is a fork. Head west across the bridge, then south to find a pair of **Blemmyae**. These guys suck. They hit really hard for regular enemies and have a move called Death Stagger. It seems to not do anything besides a regular attack but when said character performs an action they die, even if defending. However, like regular Stagger, you can remove it for free by swapping out the affected character.

After the fight though go ahead and pick up the chest with **Diamond Armor**. Great upgrade for Glenn once you upgrade it.



Return to the fork and go north now. Jump across the gaps at the top to reach an isle where you'll have to fight off some enemies. Your reward here is a **Rain Bow**.



Return to the fork after the Purple Pigears and go north now around the path, grab the **crystal source** when you get to it and jump down into the water. Once in here head north to find a large open swimming area. Check the northeastern corner of it to find a **hidden cave** with **7777a** inside. Neat!

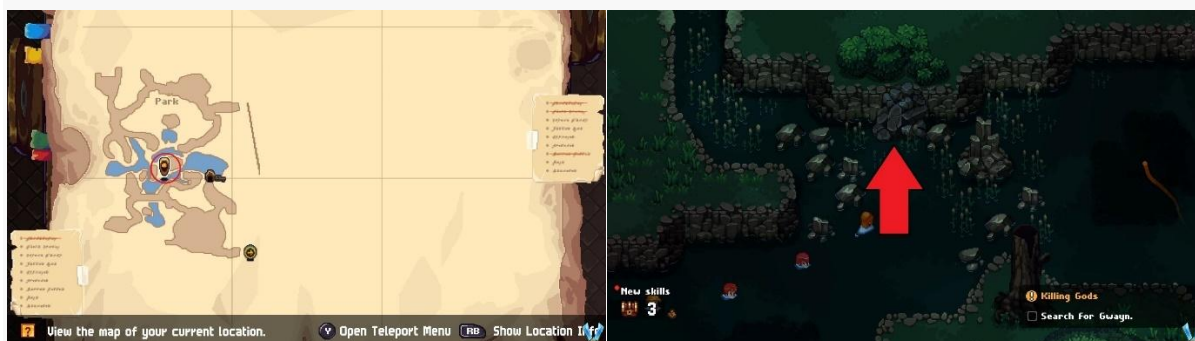




Head back outside and go west to find some bubbles in the water. Interact with them to go underneath. On the other side get out of the water and move forward to reach a fork. Go southwest to find another spot where you can jump into the water. Follow this path east and north to find some bubbles. Interact with them to go to a little pond where you can get out to an island that has a **crystal source** and a chest with **Elixir**.



Return through the bubbles and head south now. Go through the grass stuff in the water and when possible go east to find the final **hidden cave**. This one has a whopping **20000a** inside. Neat!

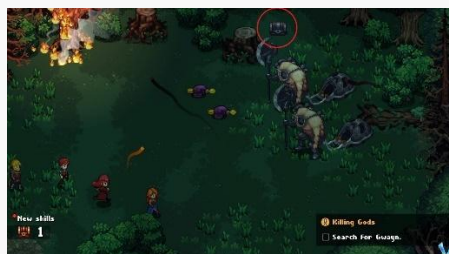


Return outside and continue south to reach a chest with **Rubber Duck**. This is your "Ribbon" accessory of the game which prevents all status ailments. Really useful!

Return back north and out of the water where you originally jumped in from and head north from the fork to find several Purple Pigears. Be very careful in this fight and **ONLY** fight them one at a time because of their Life Thread.

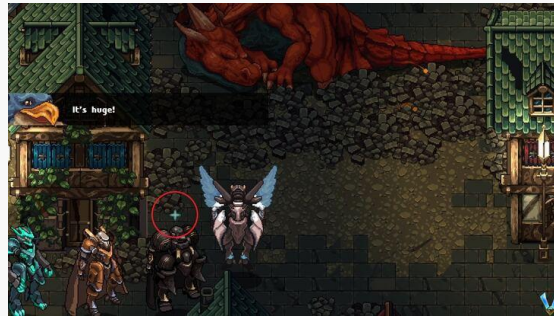
At this fork you can follow the left path but there's not much besides some ghost NPCs to talk to. Do so if you want and continue east to trigger more scenes with the Vaen. They **REALLY** don't like us huh? They to make some very interesting remarks about the church being "good" and doing bad things, and the same for them.

After the scenes head east and you'll spot some enemies on the northern side. Go ahead and kill them and open that chest for **Ether Killer Crystal**.



At the next fork head you can go south for a **crystal source** but then go east into the next area.

We are now in the upper city. Start by going north, kill the Earthworms that appear and open the chest to find a chest with **Paris FP500**. Open your map and notice the open area to the east next to the cave entrance. Head there to find... **Asnadiel**? That's the true king we've been hearing of! Oh man! Thank god it's sleeping! Do make sure to pick up the sparkle here for **Silver Key**.

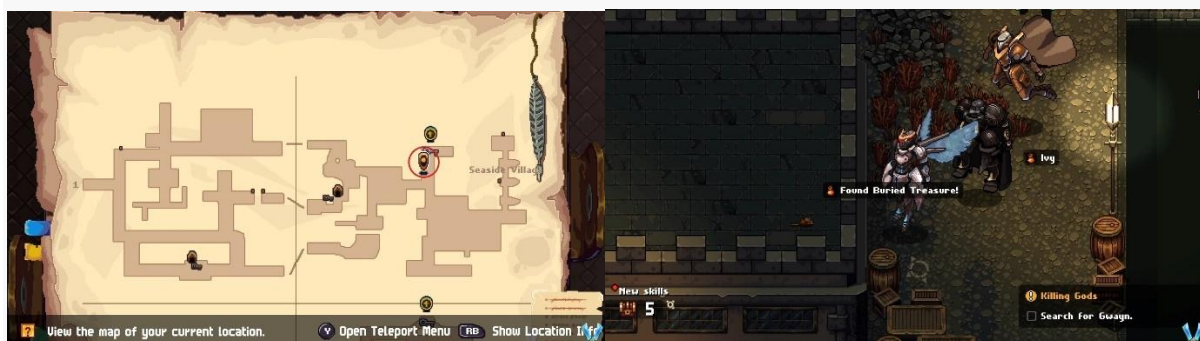


The cave entrance to the right is locked and we need the bronze key (even though it's not marked). Oh well. Notice there's a door south of us. Go around and into the house, but make sure to open the chest next to it for **Knightly Sword**, excellent upgrade for Glenn.



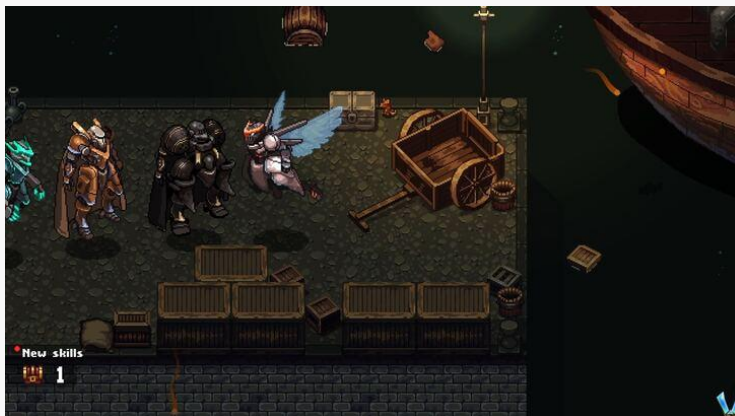
Go inside the house now, go through it and exit on the other side. Once out here go ahead and open the gate using the silver key we just got and go through to the next area.

You see where we are now? From where we start go south a bit and you'll see a **buried treasure** mark on your left. Check the wall next to it to find your treasure, **Plot Armor**. That was... easy haha.



From the fork here go west into a larger area and going west only takes us back to the other area, so instead head south to find a chest at the end with **Glaive V500**. Head back to the fork near the

buried treasure and go south this time. We are in a large area. Head to the small area to the very far south and you'll be able to find a chest down here with **Merlin FM500**.



Proceed now to the northeastern corner of the area. We'll be crossing boats as we go north and we can go in the second boat. Head inside to find a chest at the very end with **Ambrosia**.

Head back outside and head north now but save your game before you enter the building because inside a scene will play and then a boss fight... sorta. Remember we fought these guys back in Act 1? Well, the fight here is exactly the same as before. One uses wind magic, one buffs the party, all the same. In case you need it I'll leave the link to the original fight down below:

- [Black Sun Gang](#) (or pg.205)

Well, looks like this time we actually killed them. Damn. I like how you actually kill people in this RPG, unlike many others where you leave them alive in hopes they do good, or you leave them alive and they still end up dead somehow. Thankfully we get here the **Copper Key**. About time! Also make sure to pick up the sparkles here to find some money. Neat.

Leave the room and head on over to the cave entrance to the west in this area. The entrance is a house. Inside you'll see it's like tunnels. All of the entrances that were blocked with the bronze key all interconnect so it's easier to move around.

That being said, follow the tunnel and go west at the first fork to find a chest with **Graphnel**. Return and go north now through the silver door and to a fork. Go west then north to find a chest with **Ovelia FO500**.



Now go west and exit the tunnels (going north in here leads to a boss fight so ignore it for now). We are now in the upper city area. To the north we need a gold key to proceed so for now head south to where we need a silver key and we'll be back at the entrance of Nhysa.



We have 2 bronze entrances here. They both lead to the same set of rooms so let's go inside the top right one. As you come in here open your map. Do you see the exit/entrance to the far south? That's where the other entrance takes us. We're going in a big circle getting chests. So let's start by following the path until we reach a fork. Go north from this fork, kill the Phantom enemies that appear and at the end you'll find a lone chest with **Scholar's Habit**.



Return to the fork, go west then west and north from here, then west to the end to find a chest with **Nectar**. Return to the fork to the east where you can go south and follow this path until you get to the southern fork. Before exiting go west to find a chest at the end with **Ambrosia**.

Return and exit the cellar area through the southern exit. Once back outside go west to the market area and head to the cave entrance in the northeastern corner. Before you go inside go south from the door to find a chest with **Diamond Rapier**. Now head north into the cellar.

This is the last area of the cellar. Head east at the first fork you find to get a chest with **Elixir**. Head north from the fork now and continue north until you reach the top hallway. Once here go west and south when possible to find a metal chest with **Agamemnon FA500**.

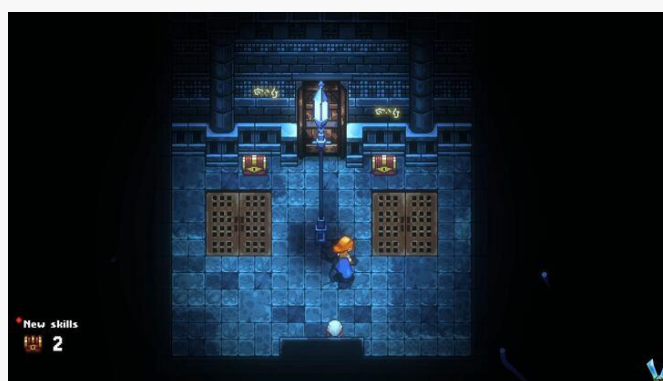


And that about it for this area. The western exit leads to the little house in the park so feel free to ignore it and head back from whence we came to the market area.

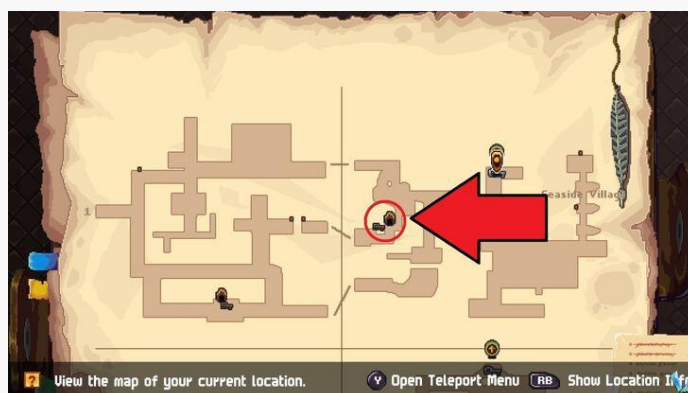
Once outside we want to go back to the entrance marked below:



Remember how to get there? If not simply head east from the start of Nhysa to reach this area. Once inside though simply head north to find the last 2 chests in the cellar area, containing **Muramasa** and **Silver Bolero**.



And now to proceed to the end of Nhysa. Head back outside and open the map. See the entrance to the cellar on the eastern side of the area? We are to go there now!



Once in here head north past the silver key, save your game and continue north now. Remember I told you there was a boss fight? Well as you go north you'll immediately be in a boss fight. I was NOT expecting a boss fight here.



This is a boss that came out of nowhere and luckily for us it's not difficult at all.

The boss, all it really does is attack normally. His attacks hit twice but as the fight progresses he'll start attacking 3 times instead. He can also interrupt your turns and summon his children, little minions that can be easily dealt with with Mikah's Dragon Combo and even Sienna's skills. The one thing that's very annoying is his Poison skill. It poisons you for 2 turns and he likes to use it. Equip Rubber Ducks if you have them to prevent this, or any other accessory that helps against it.

As for your party members, the strat here remains the same as it's always been, with Glenn debuffing the boss while Victor buffs your party. Make sure to have Sienna steal from the boss though. You'll get **Tekko**, a good weapon for Mikah. The boss is weak to dark so Thraz is really good in this fight, and Lenne's Heaven's Tear as well to exploit the weakness.

- **Attack:** hits twice for around 50 dmg. per hit.
- **Poison Odem:** poisons all party members for 2 turns.
- **Calling Children:** summons 2 minions.

There will be some scenes after the fight, but once they're done head north until we reach the next area, which is just a house. Note that there's a boss in here as well but it changes depending on your answers. Crazy right? Talk to the ghost in front of you and he'll mention that they created "it" but don't remember what it looks like. Uh oh.

Head south through the door to find a chest with **Devil's Head x2**. Grab it, go right and head south to find another ghost. This ghost will ask you what color it is. This basically tells us what element the boss is going to be, what kind of attacks it'll use and what it'll be weak against. Personally I picked **"Red as Fire"** but any would've been ok for me.



East from here are some Pigears so be careful and remember to kill them one by one. Before we go upstairs head to the northeastern corner of this floor and talk to the ghost. The question he asks you is about the boss being magical or physical. Personally I said **"You were impressed by its magical aura?"** so the boss focuses more on magic. Also open the chest behind him for **Scholar's Habit**.



Head upstairs now and go south following the hallway on the left to find a chest in the bottom room with **Diamond Armor**.



Head to the northeastern corner room and the ghost will ask you about the Phoenix. I believe here the boss will resurrect itself if you pick that he knew about the Phoenix before creating "it" so I picked **"You read about the Phoenix much later"**.

In the room to the south is the last ghost. Here you can have it inflict status ailments, or have it attack all party members with magic or physical attacks. Personally I picked **"It could flail around like crazy"**. After you talk to this last ghost try leaving the room to head a loud noise. Head to the northwestern room and you'll find a door in the back left. It was previously blocked.

Save your game and when ready go through the door to find your custom made boss.

## BOSS FIGHT: MEMORY

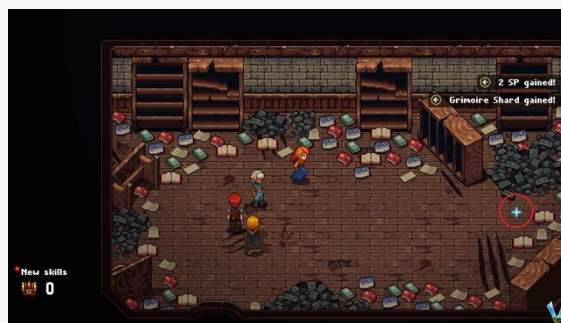


Ok, this fight changes a lot depending on what you picked when talking to the ghosts in the building.

So to begin with, this boss is made out of fire (again, or any other element you picked), which means super weak to water magic. You want to start like you always do, buffing and debuffing the party and enemy. From here simply go all out. The boss only has 2 attacks and they don't even hit that hard at all so you'll have a super easy time. There's also no double act per turn so that's even better.

- **Attack:** hits one character for around 50 dmg.
- **Flail All Night Long:** hits all party members for around 50 dmg.

After the fight go ahead and check the sparkle on the right side to find **Gold Key**. We finally got it!



And with that go ahead and leave the building completely from whence you came and when in the cellar make sure to take the left exit. This leads you to the upper city area where we use the gold key.

And do just that, head to the northern side of the area and use the gold key to open the gate then move to the next area.

This area is just one long bridge but make sure to save your game and prepare yourself because as you move forward some scenes will play out and then a boss fight. I'm not going to lie... I completely forgot about him haha.

## BOSS FIGHT: WHYATT



I'm not going to lie, I had completely forgotten about him!

This is a crazy fight because we're fighting him on our SAs and he's keeping up with us. Whyatt himself doesn't really have that many attacks. In fact he only has one, and that's his regular attack. Yeah... that's it. Eventually throughout the fight he'll get his Act Twice. Ok, that's a bit better but still it'll continue using his normal attack.

Eventually he'll start summoning a support orb. This is a little blue orb that floats behind him that gives him a new skill, **Cross**. Cross is pretty much just an attack that hits all party members for less damage. Nothing a Repair All can't fix. Of course this can be a bit more "dangerous" if he uses 2 Crosses in a row. For this you'll want to fully focus on destroying the orb so he goes back to using his normal attack over and over.

Eventually... for the first time ever he'll have "Act Thrice"! Yeah, first boss that acts 3 times! Again he'll only attack or use Cross if the orb is up, but that's it.

Where the bit of difficulty comes into play is balancing your OD gauge. Yeah, given that he has so many turns, or acts so many times per turn, the gauge will be going right like crazy, making you be in Gear 2 a lot to keep the gauge going left. But that's still not so bad. You do want to stay out of the Overheat area because his Cross can actually deal quite a bit of damage.

Of course, given that we can actually change our characters' skills I can't tell you exactly what to use, but having something to debuff the boss is amazing. This is from Hammer & Shield weapon. The Offensive Drones are great to buff your party. This greatly helps in preventing your characters from possibly dying.

- **Attack:** hits one character for around 800 dmg.
- **Summoning Support Orb:** summons an orb that grants him skills.
- **Cross:** hits all party members for around 700 dmg.
- **Counter Stance:** counters any attack.



Watch the scenes after the fight and move across the bridge and north into the next area. Here we have 2 exits at the top. Enter the top left room first and you'll find a pair of ghosts in here you can talk to. They tell you something REALLY interesting.

More important though, go ahead and open the chest to find **Elevator Key** and read the book on the table. It tells you of a small flying island on the western side of Valandis. Hmm.



### ULTIMATE WEAPONS AND EASTERN OGRANE GROTTO

Note that what we just got here, the Elevator Key and the info on the book about the flying island pretty much unlock the Eastern Ograne Grottos area and the Ultimate Weapons respectively. I will be covering those 2 in their own separate pages which I'll link below. Ograne Grottos has some of the toughest fights in the game but I recommend you go at least get the ultimate weapons (which are all those Rusty X weapons we've been getting).

- Eastern Ograne Grottos: [Eastern Ograne Grottos](#) (or pg.360)
- Ultimate Weapons: [Ultimate Weapons](#) (or pg.496)

Head through the northern door now and you'll be in a long hallway with tons of books on the left and right sides.

Head through the northern door once you've spoken to the ghosts and read the books and follow this path until you go inside the large building, go through several gates and reach a desk. Go down either staircase (left or right) and down here you'll find a **fast travel crystal**, an anvil and the merchant. He'll thank us for literally making him rich haha and that the least he could do was to stick with us through to the end. That's really nice.

**NOTE:** please take note that I fought and wrote the final bosses after completing the **Eastern Ograne Grottos** area, which is considered to be post game content (with super bosses and whatnot) so I'm extremely powerful. My strategies below will be skewed due to that but I will try my best to give you as detailed strategies as I can.

If you want you can also go through the **Eastern Ograne Grottos** area before going to the end to grow stronger.

| NHUSA - MERCHANT |         |                   |           |
|------------------|---------|-------------------|-----------|
| -\$-             | WEAPONS | -\$-              | ARMOR     |
| Runeblade        | - 2500a | Golden Brigandine | - 2500a   |
| Javelin          | - 2500a | Parade Armor      | - 2500a   |
| Beleer's Bow     | - 2500a | Decorated Vest    | - 2500a   |
| Colichemarde     | - 2500a | Ley Line Coat     | - 2500a   |
| Musket           | - 2500a |                   |           |
| Opal Amulet      | - 2500a |                   |           |
| Refined Gunspear | - 2500a |                   |           |
| Tachi            | - 2500a |                   |           |
| Baghnahk         | - 2500a |                   |           |
| Hall             | - 2500a |                   |           |
| -\$-             | USABLES | -\$-              | MATERIALS |
| Snack            | - 100a  | Orichalcum        | - 900a    |
| Meal             | - 1000a | Titan Leather     | - 600a    |
| Sweets           | - 200a  | Devil's Head      | - 600a    |
| Panacea          | - 50a   | Modal Fiber       | - 600a    |
| Eye Drops        | - 50a   | Adamantite        | - 525a    |
| Alarm Clock      | - 50a   |                   |           |
| Antidote         | - 50a   |                   |           |
| Lozenge          | - 50a   |                   |           |
| Sage             | - 50a   |                   |           |
| Angel Wing       | - 400a  |                   |           |
| Repair Kit       | - 600a  |                   |           |
| Exchange Parts   | - 1000a |                   |           |

And with that last note out of the way head down from the vendor and follow this path until we reach a bridge. This is it! There will be 3 fights in a row here so you better be prepared! Read the last boss strategy for what skills to equip and whatnot and once ready save your game and proceed. We'll find Gwayn where a couple of scenes play out, things turn and we'll be in our first boss fight.



Ok, exactly what I don't like: boss fights aboard our Sky Armors! This one is, thankfully, relatively easy. As it's been usual throughout the fight, I won't give you exact strats because everyone's SAs will be different but we'll talk about what he does and what I did to overcome it.

To begin with, the boss acts thrice, which means the OD gauge will be going right like crazy. For this of course we'll be wanting to be in Gear 2 as much as we possibly can.

And of course, we couldn't start a fight without our buffs. If you have Command Attack and Command Defense, this is the fight to use them. They buff up the party real nice. I recommend you start by buffing your defense of course and debuffing his attack.

Note that the boss has 2 states, offensive and defensive. While in the offensive he'll of course be attacking more, but he's weak to fire. Exploit this as much as you can because you can do a ton of damage to him. While in defensive though, he's weak to earth so make sure to get that right!

When in the offensive, be very careful AND ready. During this phase he uses Hopeless Strike every now and then. This deals 99,999 dmg. to one party member, basically insta kill. Be ready to revive said character ASAP. From what I saw this only goes for Glenn so be ready. This is pretty much what you want to be careful of. His regular attack barely does any damage. He has a party wide attack called Light Barrage that hits the party for the same as a regular attack, which is STILL pretty unimpressive.

While in his defensive phase though, he'll normally start by preparing his Ultima Strike. Takes him 2 turns in which he doesn't do anything for the first turn, giving you ample time to get back to Gear 0 and defend, or staying in Gear 1 and also defending. Even if you don't defend the attack itself doesn't do that much damage, especially if you went through the Eastern Ograne Grotto and got some of the SA upgrades. The boss can also heal himself, but it's for less than 2000 HP, which is like half of one of my attacks.

- **Attack:** hits one party member for around 400 dmg.

- **Change of Plans:** swaps between offensive and defensive skills.
- **Hopeless Strike:** instantly kills one party member while in his offensive phase.
- **Light Barrage:** hits all party members for around 400-500 dmg.
- **Ultima Strike:** hits all party for around 1400 dmg. while in his defensive phase.
- **Heal:** heals himself for around 1900 HP.



This boss... what is this boss? I have no idea why we're fighting this, but Alfreed was the one Kylian used to really admire so I'm guessing that's why. Like I said before, I am incredibly strong at this point so please keep that in mind as I write this strat.

So, like we've been doing for the entire game, we want to start with buffs. You can have Victor buff your party while we have Glenn use his Ultra Move to debuff all 4 enemies. There are 4 enemies but they have relatively low HP, which is good. Mikah should buff the speed as per usual while we have Lenne use Heaven's Tear to exploit weakness, but make sure you have Light Coat skill equipped (you learn it from the Rune Knight). This is to have Glenn, Mikah, Sienna do extra damage since all the enemies are weak to Light.

As you can tell from the attacks below, they don't really do much. You want to focus first on the Healer first to prevent it from healing the other enemies. After him I recommend you focus on the Magician because his magic hits all party members. The next one would be Alfreed because he also attacks all party members, then lastly the Tank.

Note that they gain act twice once their HP goes down a certain amount (I'd say 50%). For this reason focus on one enemy at a time. If you're using someone like Mikah, use her Tiger Combo instead of her Dragon Combo to prevent them all getting to act twice per turn because otherwise... yeah things can get pretty nasty pretty quick.



- **Tank:**
  - **Shield Bash:** hits one character for around 100 dmg.
- **Healer:**
  - **Heal:** heals one enemy for around 450 HP.
- **Alfreed:**
  - **Alfreed's Will:** grants an attack and magic buff to one enemy.
  - **Weapons of an Army:** hits all party members for around 60 dmg.
- **Magician:**
  - **Ice Age:** hits all party members for a round 80 dmg.



This is a pretty neat fight for a final fight. Around the first half of the fight is scripted but after that it'll be all you.

Throughout the fight there will be some scripted scenes where Kylian helps you out, like the boss draining all of our TP and Kylian healing us back to full, the boss creating 5 copies of itself behind us and Kylian destroying them.

The fight here is relatively the same as it's always been, with Glenn and Victor buffing and debuffing the party and enemy, and Mikah/Sienna buffing SPD/CRIT. Of course a very good thing to have is Dark Coat to give your physical attackers the dark element to exploit the Vaen's weakness to it. This makes the fight REALLY easy.

The fight always starts with the boss using Big Bang to drop your HP to 1. If you have 2 party members with Heal All focus on healing first before buffing your party (can't buff them if they're dead, right?), but after that the fight is fairly linear.

The boss's attacks aren't anything to really worry about and eventually the first scripted part plays where the Vaen create a duplicate. This one you HAVE to destroy first because the boss gets magic and physical resist, which means no attack works on them. The duplicate is a much weaker version of the Vaen and should go down relatively fast. After that the fight will continue as it normally would and for the next phase the boss will drain all the TP you have. Although I was shocked at first, Kylian comes out and fills it back up to full. Pretty much a mid fight refresh. I do believe this is halfway through the fight.

As you continue through the same attacks the Vaen will start acting twice per round, making it just a bit more challenging, but his attacks remain the same. The next phase of the fight is where it tries to use "End of the World". I'm guessing this is an attack that would've ended the fight but Kylian doesn't let them use it and instead they use "You Shall Be As Gods". This gives them a buff in every stat for 4 turns and they can have it up alongside Glenn's debuff. Thankfully you can get rid of these buffs really easily by using Lenne's **Cleanse**. So much for that buff haha.

The fight from here continues relatively the same until the Vaen create 5 duplicates behind you. At first I thought this was going to be a pain, but Kylian jumps in to help us out. He'll destroy all the duplicates for us. Eventually the boss will try using End of the World... and succeed in using it this time. This deals over 6000 dmg. to everybody. The Vaen literally kill us here but Kylian revives us back to full, ending his help as well.

From here the fight is relatively the same, but the Vaen start using a new move, "Barrier Switch". This grants it magic or physical resist, granting them being immune to one those types of damage. They'll use it again to switch it up. This limits who can damage the boss, but it shouldn't be that bad. If you can switch out your characters that can't damage the boss then do that. If you can't then have them help out Victor with healing (with either spells or items) and keep the OD gauge low.

- **Big Bang:** drops your party's HP down to 1.
- **Nirvana:** hits all party members for around 60 dmg.
- **Duplicate:** creates a duplicate behind you and grants itself magic and physical resist.
- **Attack:** hits 3 times randomly for around 60 dmg. each.
- **Barrier Switch:** switches between magic resist and physical resist.

After the fight enjoy all the scenes. There's a ton of them and, I'm not going to lie, even the ending will throw a curveball at you! Something really good so enjoy the scenes!

*I hope you enjoyed this guide as we played through Chained Echoes together. I came into this guide knowing absolutely nothing of it until I was asked if I wanted to write a guide, and that was like a week after released, but I am an RPG aficionado (you can see all the RPG guides I've written) so of course I had to say yes! And I'm not going to lie, this is one of my GOTY games from 2022, including GOW Ragnarok, Elden Ring, and Xenoblade 3! That means that I REALLY loved this game, from start to finish!*

*So thank you for sticking with me through to the end, and remember, if you enjoyed the guide be sure to comment below as this guide wouldn't be here without Neoseekers support. Thanks for playing along with me everyone!*

# Eastern Ograne Grottos

|                                                                                                    |         |          |                                   |                                                      |
|----------------------------------------------------------------------------------------------------|---------|----------|-----------------------------------|------------------------------------------------------|
| <br>Auto-Knight   | Machine | HP 10000 | Strong to Wind,<br>Weak to Water  | Clockwork Red (Common)<br>Ancient Carcass (Uncommon) |
| <br>Croapier      | Aquatic | HP 7000  | Strong to Light,<br>Weak to Wind  | Dirty Jeton (Common)<br>Blood Stone (Steal)          |
| <br>Goblin Knight | Human   | HP 1400  | Strong to Water,<br>Weak to Earth | Rainbow Ore (Uncommon)                               |
| <br>Goblin Wizard | Human   | HP 1400  | Strong to Water,<br>Weak to Earth | No Loot                                              |
| <br>Golem Knight  | Machine | HP 25000 | Strong to Earth,<br>Weak to Fire  | Clockwork Yellow (Common)<br>Rainbow Ore (Uncommon)  |
| <br>Hana Doll     | Undead  | HP 8000  | N/A                               | Butterfly Ribbon (Common)<br>Divine Wool (Uncommon)  |
| <br>Soul Hoarder | Ether   | HP 6000  | Strong to Light<br>& Dark         | Fractured Soul (Common)                              |
| <br>Tadeye      | Aquatic | HP 90000 | Strong to Water,<br>Weak to Earth | Long Tail (Common)                                   |
| <br>Vampire     | Flying  | HP 4000  | Strong to Dark,<br>Weak to Light  | No Loot                                              |

Although I have this as **Post Game** content, you can do all this before finishing the game. I know so because all this was done before finishing the game so it is possible. That being said, all this here has some of the most difficult content in the game so I hope you're ready!

To unlock the eastern side of the Ograne Grottos you need to go through the ruined city of Nhysa, which is basically the end of the game. Right before going down to the last merchant and fast travel crystal is a room that has 2 ghosts chatting. You'll also find a chest that has the **Elevator Key**. This is the item that we need.

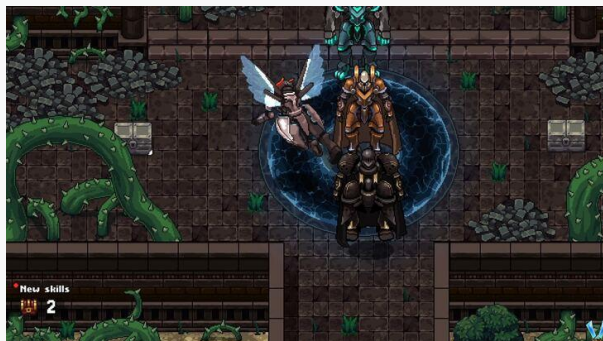
For more info on how to get through Nhysa click the link below.

- [City of Nhysa Walkthrough](#) (or pg.384)

So, what do we do with the Elevator Key? Well we need to return to Raminas Tower, head back to the top where the elevator is (before fighting the Valkyrie boss) and using the Elevator Key. Instead of going to the top of the tower we're going DOWN.

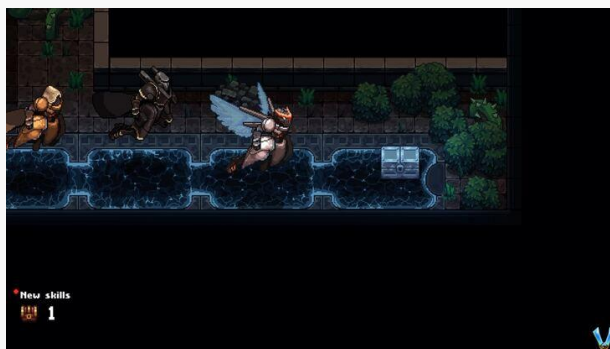


Once down here head south to the next area where you'll find 2 chests, these have **Ovelia FO600** and **Sword & Shield S600**.



Head back north and there are 2 paths. Go through the eastern path first to find a dead end with two chests containing **Elemental Cannon M600** and **Offensive Drones O600**. There a chest along the way as well that has **Merlin FM600** inside so make sure to grab it.

Return back up and go down the left path now. Down here go down through stairs marked 3 and on this next floor head north for a dead end and a chest with **Paris FP600**. Head on over to exit 5 but before you leave go to the far right to find a chest with **Great Sword GS600**.



Go through exit 5 now to reach the next area then go down exit 7, but kill the enemies and open the chest with **Agamemnon FA600** first. Once down here simply go north through exit 8 and use the elevator to go down.

We are now at the bottom. Simply head south and you'll reach the eastern side of Ograne Grottos.

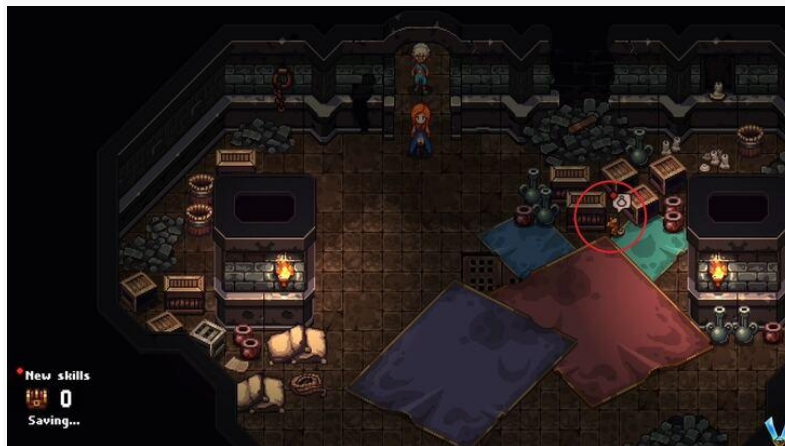
Here you'll have the unique monster **Bog the Real Gob**. You need to have completed the Goblin sidequest and transformed them all back into humans for him to appear. From here though you'll want to go west until you reach a ruined room. The door here is the one that was previously locked so go ahead and open it.



| ( RAT MERCHANT )        |        |
|-------------------------|--------|
| - \$ - USABLES - \$ -   |        |
| Incocybin Berry         | 75a    |
| - \$ - MATERIALS - \$ - |        |
| Rainbow Ore             | 600a   |
| Emperor's Hide          | 675a   |
| Ancient Carcass         | 675a   |
| Divine Wool             | 675a   |
| Blood Stone             | 675a   |
| - \$ - KEY ITEMS - \$ - |        |
| Golden Voucher          | 7,499a |
| Diving Bell             | 3,750a |
| Rusty Greatsword        | 7,499a |
| Dayajir's Soul          | 7,499a |

To the south is a rat merchant? You can buy some Incocybin Berries from him if you need them, some good materials, and the best thing, some key items. These items are:

- Golden Voucher: usable in the Hooge to buy some of the best gear for our SAs.
- Diving Bell: item needed to reach the Phioran village in Arkant.
- Rusty Greatsword: needed for the Ultimate Weapon.
- Dayajir's Soul: upgrade to the Dayajir Seraph Armor we got many moons ago.



Return to where the unique monster is/was and go east now to find a boat. For this boat you need the **Charon's Coin Bag** item. This can be found inside the mansion in the middle of the lake in Rohlan Fields. Click the link below for more info:

- [World Exploration](#): (pg.286) use the TOC to search for Rohlan Fields.

### ENDGAME WARNING

In this part we'll be fighting the 4 most difficult bosses in the game. They are completely optional and people call them super bosses. For this I highly suggest you go get your Ultimate Weapons and the Ultimate Armor. The weapons is more complicated and I have a full page dedicated to that. For the armor, you get this from the Deals at any merchant. I'll leave both pages linked below.

Of course, besides having these you'll want to fully upgrade them to ++ and attach crystals to them. Of course for skills and whatnot you'll have to read the individual fights!

- Ultimate Weapons: [Ultimate Weapons](#) (or pg.496)
- Ultimate Armor: [Deals](#) (or pg.474)

Once you cross you'll be on the eastern side of the region. Nice! Finally! At the fork we'll get a **Fast Travel Crystal**. Now go back and take the boat again to get the Reward Board node. Before continuing the dungeon, you should visit the Phioran Village if you haven't already.

## PHIORAN VILLAGE

The entrance to the Phioran Village is in Arkant Archipelago. You can go in by either going to that trapdoor we found in the southeastern corner of the region, or by going to the whirlpool in the water in the southwestern corner of the region. Note that the trapdoor requires you to max out your Clan rank.

Inside there are only chests for us to get. Let's go over how to get them real quick. When you enter from the whirlpool you'll be left off in front of a little pond with a waterfall. If you come in through the trapdoor go through the tunnel then go north from the first house to find said pond with a waterfall.

From this pond enter the building on the right, through the back (hidden door). This leads to a little chest with **Rainbow Ore x8** inside. Exit the house and go right and down across the bridge. As soon as you cross you'll find some blue coral on the right. You can go through this wall to find a **Maltet** for Lenne.



From here go right into the wall and follow the path as it takes you north to a hidden chest with **Soul of Farnese**.



Head back and go left and from the house with red roof go left through the wall to find a chest with **Blood Stone x4**.

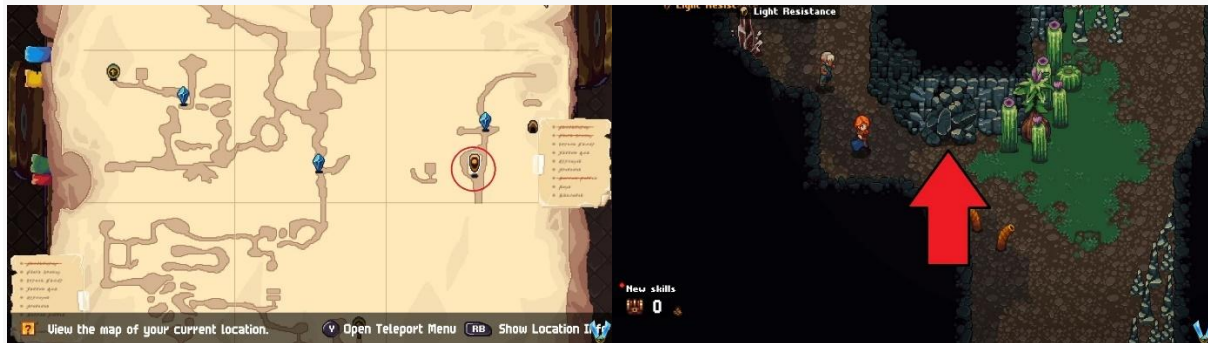




Note that you can go left into the wall from the chest and follow the hidden path north to get to the last chest, this one with **Tekko** for Mikah.

Returning to the Eastern Ograne fast travel crystal, let's go south first since it's the shortest (we need to go through both).

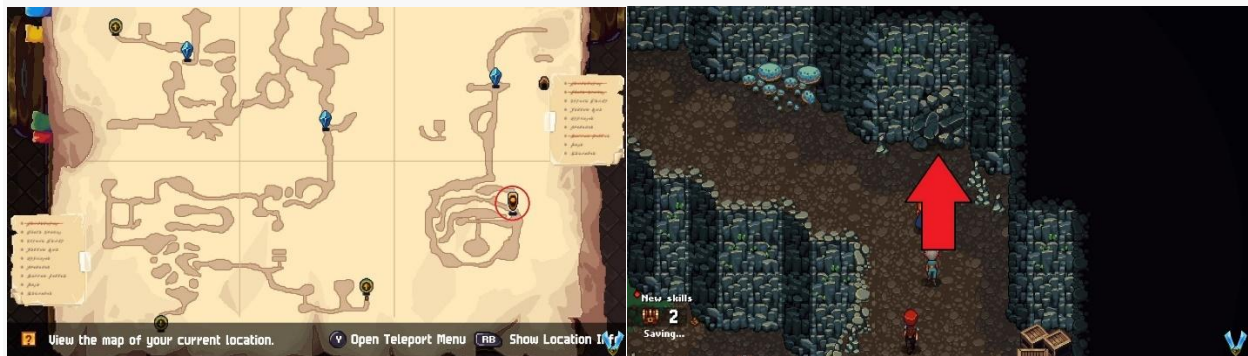
At the fork down below go left for a **crystal source** and nearby you'll be able to spot a **hidden cave** with **Blood Stone x3** inside. Afterwards head south into the next area.



This is the last marked area so you should get your Reward Board challenge done. Once here though go left and follow the path as it goes around, ignore the ladder going down and continue following the path until you reach a chest with **Emperor's Hide x4**. Continue and at the next fork go left across the bridge to find a chest with **Rainbow Ore x8**.



Return and as you go north you'll find the final **hidden cave**, this one with **13000a**.

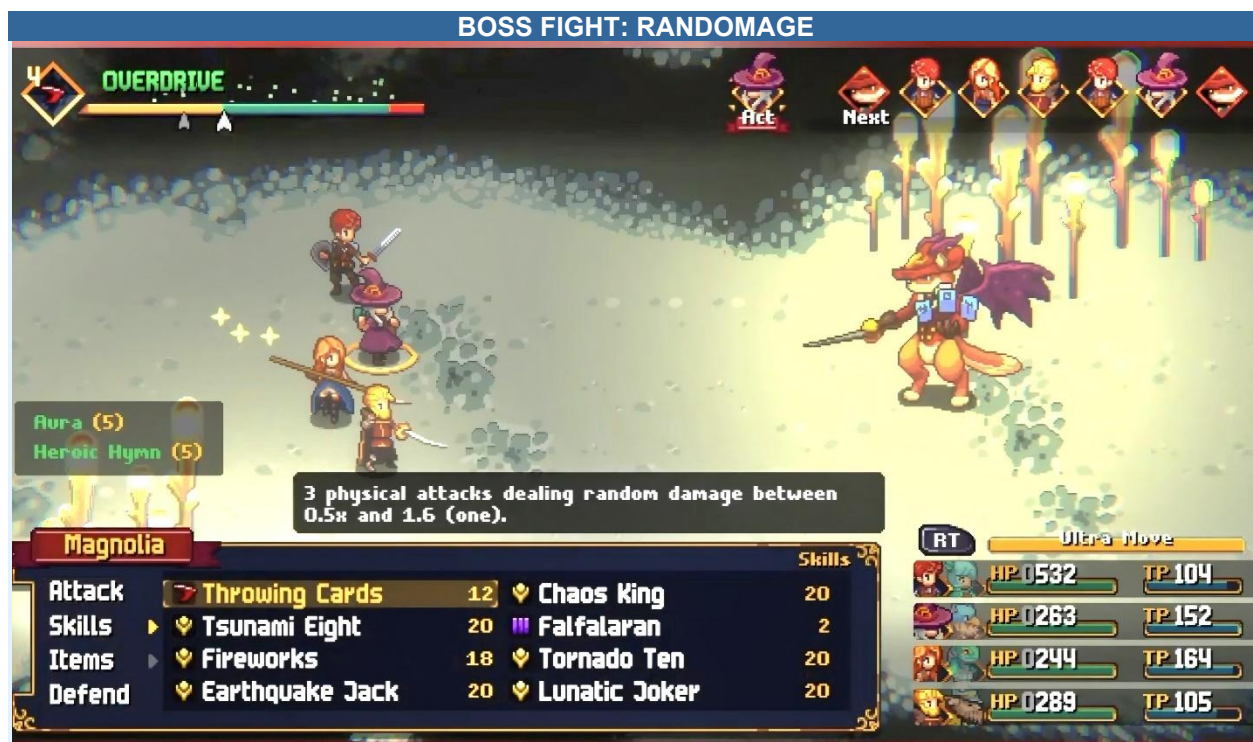


Back outside go left and go up the wall to find a chest at the top with **Ancient Carcass x5**. Head back down and continue going west to find the ladder from before. Go down the other ladder and continue following the path. Grab the **crystal sources**, kill the enemies and open the chest to the right to find **Divine Wool x4**.



Head south now and you'll find a portal just like the one inside Glenn's mind. There's a boss inside so make sure to save, read the strategy below, and prepare yourself before you head in.





Well, this guy looked pretty easy at first but I quickly realized how difficult he'd be when he kicked my ass like 5 times in a row haha.

Don't worry though because I have a great strat for you. This guy is straight up a copy from the Red Mage job in Final Fantasy XIV! He has his magical phase, and his physical phase. I know because I'm currently leveling up the job haha.

Anyway, this guy LOVES to cast magic, and it's magic that hits the entire party. For the entirety of the fight you'll be dealing with party wide attacks, which make it really hard to keep up with healing... unless you do the following.

To begin with, you of course want to have your best armor, which you get from the deals. I also recommend you get MIND crystals and place them on your armor to increase your MIND as much as you can. Another thing you can/should do is to equip all the MIND UP passive skills you have. Some characters have them default but you can get all your characters (at least the ones you're using in this fight) MIND UP +30% from the Cleric Class Emblem. This one is huge and I highly recommend it.

Besides that, of course try and have the Ultimate Weapons (like I suggested above) and equip the best crystals you have. As for skills there are 2 you REALLY want: Mikah's Larynx Attack and the Rune Knight's Light Coat. The former basically gives your physical attacks the light element, which the boss is weak to. This is great since I recommend having Glenn and Mikah in the party. Mikah is almost a must.

The former skill, Larynx Attack, inflicts the boss with Silence. This guy is a mage and 90% of his arsenal is magic. Yeah, using Mikah's attack basically makes this fight a joke! Maxing out her skill hits the boss with 4 turns of silence. That lets you debuff him, buff yourself, use Light Coat on your party and go ham on him.



Yeah, he'll basically do nothing throughout the fight while silenced except for his Enchanted Combo, which hits for around 100 dmg. on Victor. If you don't silence him he'll of course use his magic spells and can use his Randomizer, which gives everyone (including himself) a random buff, or debuff, or status ailment. This one is weird because he can buff your whole party while debuffing himself, and the other way around. He won't use this while silenced though so another reason to have him silenced.

One good thing though, is that you can continue silencing him. I recommend you Silence him once, let a turn or two pass, then use Larynx Attack until his silence is refreshed, rinse and repeat.

There are a couple of things to take note here though. First is that he scrambles the OD gauge, which is as annoying as ever. Another thing he does, and this is something unique to him, is that he hides your OD gauge which prevents you from knowing what's safe and what's not. Here you normally want to try and go down until you're in the green part then try to keep yourself there, but given that we're not taking that much damage you can ignore this and still be fine.

Once the OD gauge is hidden though, this means that the fight is almost over. Do be careful because when the fight "ends" he'll actually drop the OD gauge on your party haha, dealing around 130 dmg. to them all. Make sure to stay healed before then.

And of course the fight is not over because the fight continues for a bit longer. He'll summon a couple little things, one of them being a Hana Doll. As you may know from fighting the Hana Dolls before reaching the boss, you need to deplete their HP in order to not take damage so make sure to do so, then focus on the boss to kill him. That's pretty much it. Pretty easy, huh?

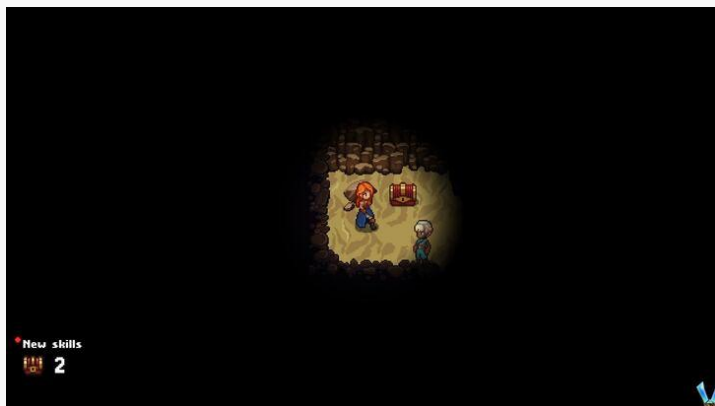
- **Magic Attack:** casts any elemental attack and hits all party members for around 120 dmg.
- **Enchanted Combo:** hits a party members 5 times for around 20 dmg. each hit.
- **Twisting Wind:** scrambles the OD gauge.
- **Twisting Nebula:** completely hides the OD gauge.
- **Opening Rift:** summons 2 items and a Hana Doll.
- **Randomizer:** gives everyone (including himself) a random buff, or debuff, or status ailment.

After the fight go ahead and leave this place, then go south and grab the **Earth Tablet** from the little shrine.



Fast travel back to the crystal and we're now going to explore the northern side. Follow said path and drop down at the end until you end up... in a completely dark cave with sand on the ground. There are no normal enemies here BUT there is a boss fight! It's also super dark so you'll have to find your way through this place. I'll try to guide you real quick.

From where we start head right and you'll find a fork. Start by going north, grab the **crystal source** on the right but as you go north stick to the LEFT wall. This will take you to a red chest with **Scholar's Habit**. I don't even think a screenshot helps but here you go.



From here continue north following the wall behind the chest, grab the **crystal source** on the way and eventually you'll find a large light with a guy in the middle this is your boss (he's super easy in my opinion) so save your game, prepare yourself and start the fight!

#### BOSS FIGHT: CHEL & TWI'TONE



As you can tell from the attack below, yeah, this is a pretty easy fight.

So for this fight Chel does absolutely nothing but stand there and use his dart shots to inflict a random status ailment. This is the fight where you actually want to equip your Rubber Ducks, which prevents all status ailments. As far as I know there are only 2 of them: one of them is in a chest in Nhysa while the other one you get from a deal. If you don't have them, or just have one, I recommend you equip an accessory that prevents your characters from doing their job: silence protection for Lenne and Victor, blind protection for Sienna, Mikah, Glenn, etc.

For the fight you want to focus on attacking Twi'Tone, the little shadow. This guy is very weak and you'll do tons of damage to him. He's weak to light so Lenne can exploit that weakness really good. If you have it, have someone learn Light Coat from the Rune Knight (I had Lenne learn that). This gives everyone's physical attacks the light element, letting them do tons of damage. This is especially useful with Glenn's Cross Slash and Mikah's Tiger Combo.

The reason why you want to attack the shadow, besides it being weaker defensively, is because once you get rid of its 5000 HP it'll absorb 5000 HP from Chel. This lets you basically deal 10000 dmg. really fast to Chel. He has 15000 HP so the other 5000 will go down pretty fast.

Other than that, stick to your usual: Glenn debuffing the boss and using his Ultra Move to debuff them again once your OD gauge gets too high while you have Victor/Amalia buff your party and keep them healed. Victor in particular can create a barrier around you so that you take even less damage, give you TP Regen so you don't even have to worry about that, and of course Lenne have her focus on attacking. Mikah can boost your speed dramatically and Sienna can increase your Crit and even inflict Bleed if you want.

Overall a super simple boss. I wonder if this is considered one of the "super bosses".

- **Chel**

- **Dart Shot:** Hits one character with a random status ailment: Silence, Blind, Sleep, Paralyze.

- **Twi'Tone**

- **Shadow Masks:** hits all party for around 35 dmg.
- **Absorb:** absorbs Chel's HP.

After the fight, before we continue right, go directly left from the light (from the center of it) and we'll find chests with **Flamberge** and **Diamond Amulet**. Look at the image below for a rough estimate on the location.





| --( DESERT MERCHANT )--   |        |  |
|---------------------------|--------|--|
| -\$\$- ACCESSORIES -\$\$- |        |  |
| Bracelet of Power         | 5,000a |  |
| Bracelet of Magic         | 5,000a |  |
| Bracelet of Defense       | 5,000a |  |
| Bracelet of Wisdom        | 5,000a |  |
| -\$\$- USABLES -\$\$-     |        |  |
| Snack                     | 100a   |  |
| Meal                      | 1,000a |  |
| Sweets                    | 200a   |  |
| Panacea                   | 50a    |  |
| Eye Drops                 | 50a    |  |
| Alarm Clock               | 50a    |  |
| Antidote                  | 50a    |  |
| Lozenge                   | 50a    |  |
| Sage                      | 50a    |  |
| Angel Wing                | 400a   |  |
| Repair Kit                | 600a   |  |
| Exchange Parts            | 1,000a |  |
| -\$\$- MATERIALS -\$\$-   |        |  |
| Rainbow Ore               | 600a   |  |
| Emperor's Hide            | 675a   |  |
| Ancient Carcass           | 675a   |  |
| Divine Wool               | 675a   |  |
| Blood Stone               | 675a   |  |

Head to the right from the light and continue following the path north until you reach a staircase where you exit this dark cave. We are in... a desert? There are no enemies here but you can find a crystal source on the left and right sides. In the middle there's an oasis that has a merchant. This guy sells some really good accessories so buy them if you want. The materials he sells are used for the ultimate weapons and armor so make sure to buy those as well. Note that you can use your airship to get back here whenever you want. The entrance is near New Wyrnshire.

Directly south of the merchant is our **Fire Tablet**. Go ahead and pick it up.



And that's all there is to this place. We are now going to explore the southern side of the dark cave so to get dark cave I recommend you fast travel back to the crystal in Ograne Grottos, head north and jump back down into the dark cave.

From the start of the dark cave head right until you reach the fork once again. This time head south while sticking to the left wall. This will eventually take us to the sewers under Farnsport. What are we doing here? How much did we run?

Anyway, before we do anything in here head back inside the dark cave and go north a tiny bit. You'll find that you can go through the wall on the right. Follow it to find a small room with 6 chests! These contain **Blood Stone x3, Rainbow Ore x4, Emperor's Hide x6, Ancient Carcass x6, Divine Wool x4, and Deluxe Cards**.

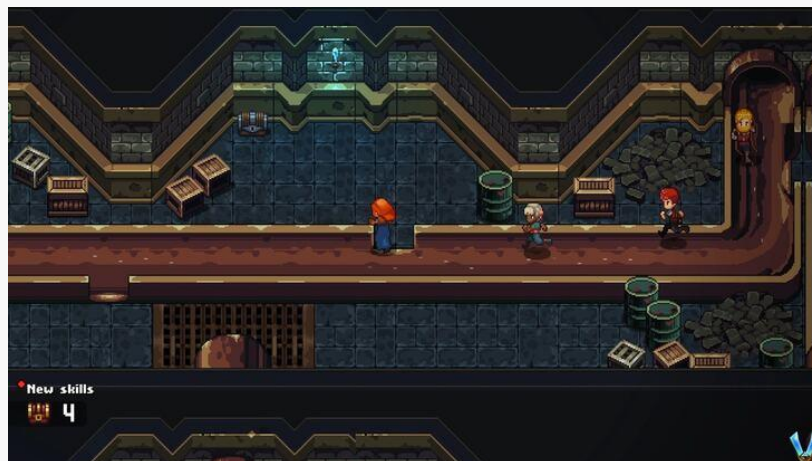


From here there's another thing to get. Go back left through the wall and go north sticking to the right wall. Doing so will eventually lead you to a wall you can climb up. Climb the wall to be back in Rohlan Fields? There's a golden chest here with **Soul of Farnese**. Nice!

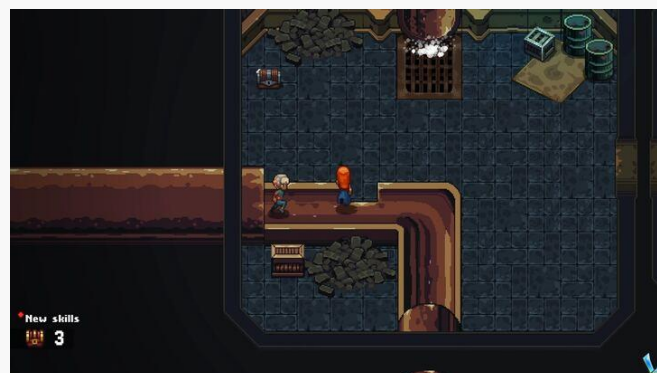


Head back south afterwards and enter the sewers. Time to take over this place!

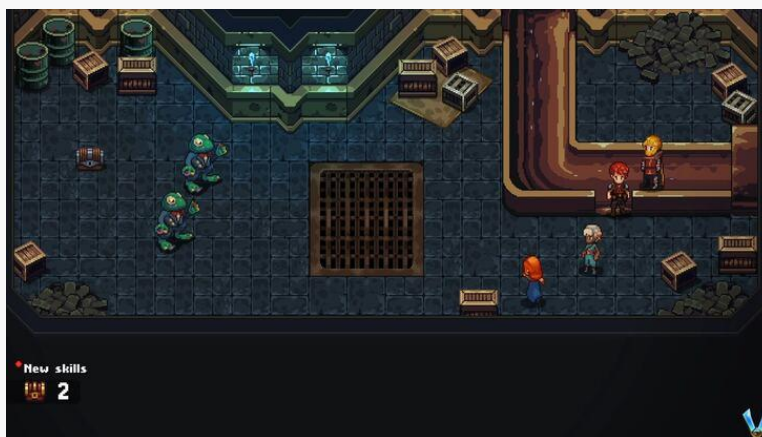
Back inside the sewers get on the copper pipe and ride the water right to the other room, then down to the next room. Make sure to get off here to open the chest with **Blood Stone x3**.



You'll notice a pipe to the south. We can't go through it so get back on the pipe and follow the water again back into this same room but go right now onto the other pipe BUT as you go move up so you can get off and open the chest here with **Angel Wing x3**.



We need to go right from here but before we do so head back on the pipe and ride it down. Ignore the pipe going down and the one going up and when you reach the next room get off to find a pair of enemies and a chest with **Divine Wool x4**.



Get back on the pipe to reach the room from where we found our first chest. Get on it and return to where we got the other chest, where we need to go right. Once back here go right, get on the pipe and head down into the next room.

We can't go back. Hmm. Use the lever nearby to lower the water, then go down the stairs and go left... we're at the start! Where we got our first Class Emblem! Nice! Now this is a nice shortcut if you just wanna leave this place and come back later.

Head back right and up the stairs to reach a fork. Going north up the stairs leads back to the copper pipe that brought us down here. There's nothing for us up there yet. Instead head south, kill the enemies on the right and remember this fork right here. For now go right then north at the fork to find a lever at the end you can pull. Do so to lower the water level, return to the fork where you fought the previous enemies and follow the bottom left path.

You'll reach a room with a couple enemies on the right. To the left is an opened chest from BB... just who is this BB? Anyway, go right past the enemies to find another opened chest. Hmm. Go down the stairs (now you can since you flipped the lever) and open the chest at the end to find **Water Handle**. This is really important! So important in fact that we're going to go use it right now!





Return to where we fought the first enemies and head north to find that staircase going up to the previous area. Go up and once here go left and get on the copper pipe. As it takes you down be prepared to go right to get off of it. Place the handle on the lever here and use it. This inverts the flow of the water so get on the pipe and it'll take you UP now. Weird.

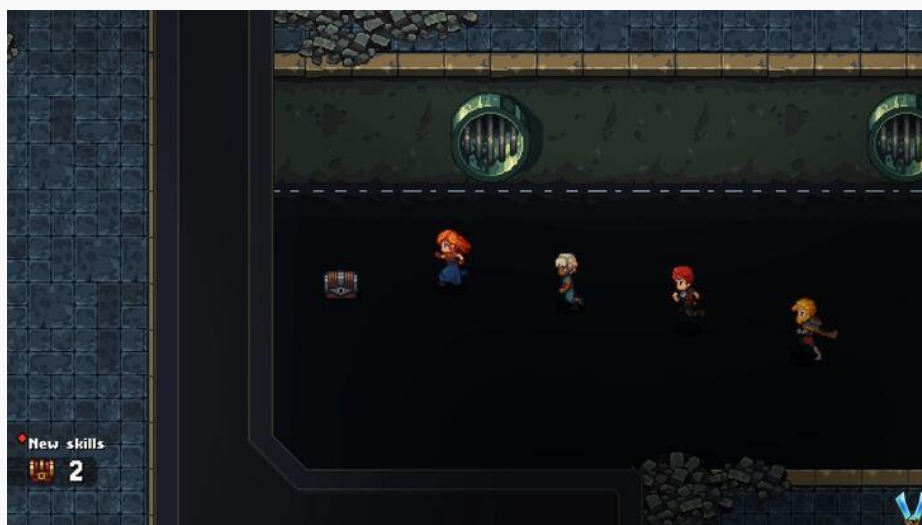
Follow the pipe up and go west all the way to find a golden chest with **Soul of Farnese**. Nice!



From here go right and use the pipe to go down. Go right, get back on the pipe going up and get off the right side to get back at the staircase going down. Go down, return to the fork before the lever you flipped and head south now, go down the stairs and up the other set to trigger a scene where we meet this NPC that's writing poems? Hmm. He's definitely going to be a boss fight later, huh? His name is **Boutrous**... we're definitely fighting him.

Once you regain control go right and there's a fork. Both lead to the same point but go south to another fork. To the left is a dead end for now but note that metal bridge below us. This is the actual end of the area (across the bridge) so we need to find a way to raise the water.

Head right from the fork now to find a lever, a staircase and some enemies. Kill the enemies and before you flip the lever go down the staircase and head north and west past the opening to find a chest with **Snack**.



Return and flip the lever now. This raises the water here. Go back to where we saw Boutrous and go north from the staircase where we originally came from. Cross the bridge that we can now cross (thanks to the lever we flipped) and flip this other lever. This fills up the canal to the north. Now go flip the lever on the left by going north. This other lever fills up the canal where I told you the end is.

Once you do this head back to the lever on the right, ignore the lever, cross the bridge and head south and left when possible to reach the staircase we need to go up.



Once up here save your game, prepare yourself, make sure to read the strategy below and prepare yourself for what felt like the most difficult fight in the entire game! Even tougher, in my opinion, than the actual hidden super boss.

### BOSS FIGHT: BOUTROUS THE BOISTEROUS



Let me start by saying... that I hate this boss. I even had to go ask for help on reddit because I couldn't figure it out haha. Now that I slammed my head for around 3 hours I've come up with a strategy. It's not perfect by any means but it works. Have any tips? Make sure to write it down in the comments so other people can also ready it!

The boss's attack themselves aren't that bad. When buffing yourself and debuffing the boss his party wide attack will hit for around 100 dmg. while his regular attack will hit for around 55 dmg. a hit. Again, easy to heal through and if you have 2 party members with Heal All even better.

The difficulty of the fight comes when he rides his little dragon. When he does, be prepared because he'll use Epic Poems, an attack that will most likely kill you. This is what got me out of the picture so many times. Reddit suggested to blind him for this attack, but you can only blind once per fight so this would be the way to go.

What I personally did here is to bring out Amalia and have her use Revival (make sure it's maxed out). Revival grants one party member Reraise, which brings is an automatic revive when killed. Perfect to avoid his attack. I used it on 2 of my characters since I knew Glenn wouldn't die from it. Maxing out the skill gives your Reraise 7 turns before it expires and revives with 50% HP, which is awesome since you can get back to full with probably one good Heal All.

After he uses this he'll continue his regular attacks but he'll ride his dragon again eventually to use Epic Poems. Thankfully the attack is not even close to being as strong. It went from doing around 590 dmg. to Mikah all the way down to 66. His other attacks remain as strong as ever so you'll still have to deal with that!

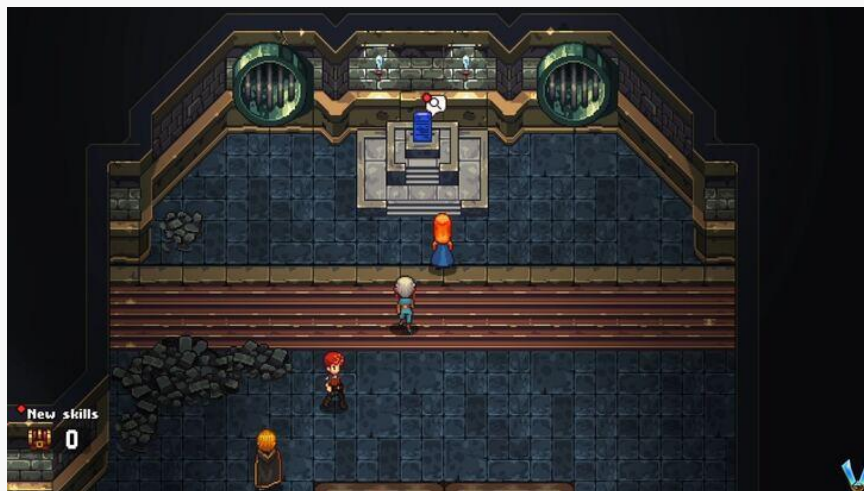
So for your party you'll want what I've always suggested: Glenn for debuffing the boss and using Cross Slash. Even for using Restrain to keep your OD gauge in check if you need help with that. Mikah can focus on using Double Steps to buff the party's SPD and sticking to Tiger Combo, or you can switch her out for Sienna and have her use X-Slash and stick to Kesa Giri/Petal combo. Lenne here should have 2 functions, or even 3: I have her as my backup healer with Heal All, given that she has pretty high MAG her heals are pretty strong too. But also as one of your main damage dealers with Heaven's Tear, and lastly to use Dark Coat.

Dark Coat is a skill you learn from Rune Knight Emblem Class and it gives all your physical attackers (Glenn, Mikah, Sienna) dark elemental, letting them exploit the boss's weakness and deal even more damage. She's going to be a busy one.

Overall the fight is not so bad. It's relatively easy to keep up with healing from his attacks but having to deal with his Epic Poems first use is pretty much the only difficulty of the fight. If you manage to avoid a wipe from that attack then you're pretty much set to succeed in this fight.

- **Attack:** hits 4 times randomly for around 60 dmg. per hit.
- **Bad Rhymes:** hits all party for around 115-150 dmg.
- **Can't lift his sword:** misses a turn
- **Epic Poems:** only uses this when riding his dragon and hits all party members for around 550 dmg. to those that don't defend and around 250 to those who defended.

Watch the little scene after the fight and then go ahead and grab the **Water Tablet** from the shrine here.





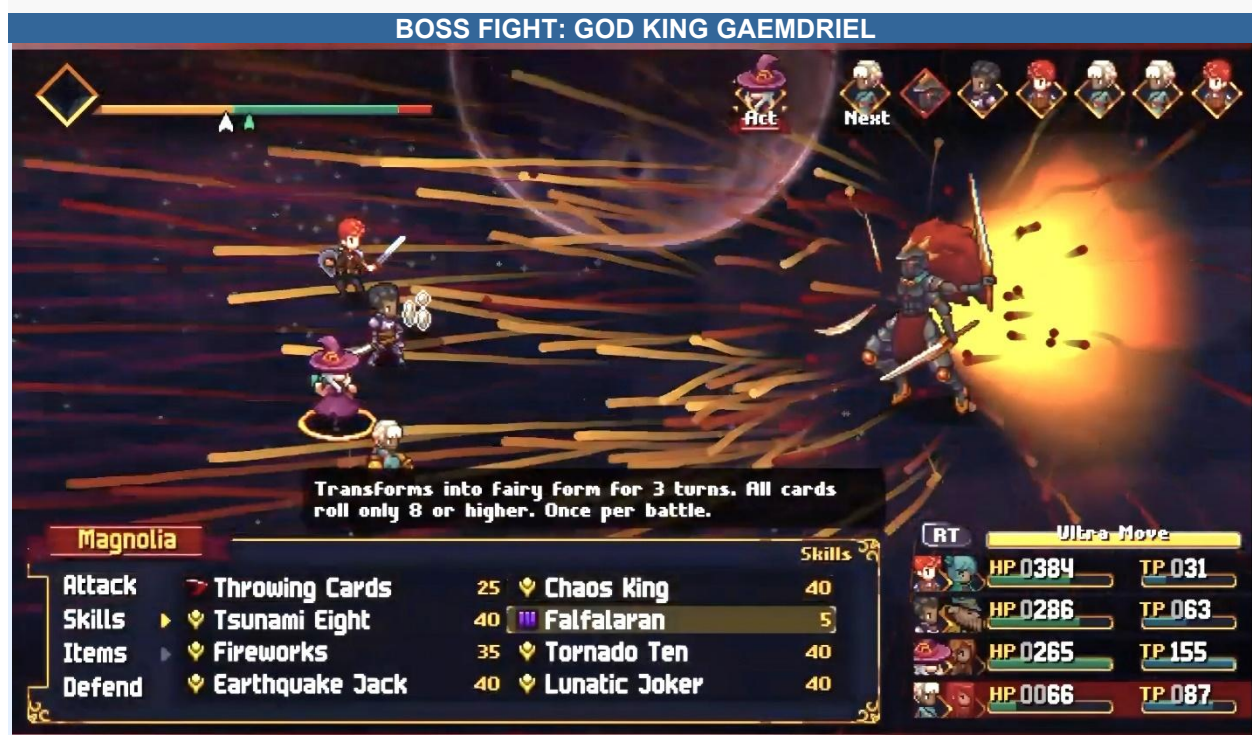
And with this you SHOULD have all the Elemental Tablets. If you don't click the link below for all their locations.

- [Elemental Tablets Locations](#) (or pg.500)

And with that fast travel back to the crystal on the western side of Ograne Grottos, head north and place all the Elemental Tablets. This activates the teleporter in the center.



Going through will lead us to the super boss of the game, supposedly the toughest fight in the game. That Boutrous guy we just fought was way harder in my opinion. I got this super boss in my first try (it's the video below haha). When ready go through and it's fight time!



Well, this boss is something else. I actually came into the fight ready to die. Just wanted to see what the boss looked like... ended up defeating him on my first try haha. I personally found him much

easier than that Boutrous boss, but that's probably because I REALLY prepared for that fight. Oh well, here's how the fight goes.

Let me start by saying that this guy, from the very beginning, has **act thrice** on. Yep, he'll be attacking a TON so make sure to keep your OD down at all times. Luckily for us he doesn't scramble the OD gauge so we just need to worry about keeping it down.

That being said, one of the most important things is to know that he has 2 modes, his physical mode and his magical mode. Like similar boss fights, the attacks he does will depend on what mode he's in. I found the physical mode to be the more dangerous one, but that's mostly because I maxed out my MIND.

Speaking of MIND, I recommend you give yourself as much MIND as possible. Ok, I didn't max out the stat BUT I did max out all the ways I could get MAG like getting the +30% passive from Cleric, equipping the passive if anyone has it (like Victor so he has double MAG UP), having the best armor (which you get from [Deals](#)), and equipping your armor with as much MAG crystals you could. This one I didn't to as I only got my crystals up to like MAG VI, but that should still be better than nothing. Of course also having the best weapons is important to finish off this fight as soon as you can.

A nice thing about this fight though, is that this is the only boss that actually has a health bar above his head. I have no idea why but he has one. Helps you keep track of how far you are into the fight.

Let's start out by what your characters should be doing in this fight. Like I said above, I came in with my regular party and ready to die, but I managed to pull through so here's what I did. My party was my usual Lenne, Mikah, Glenn, Victor. I didn't really feel like there was any need to change this party since the early game and it looks like I was right! I did swap out Sienna for Mikah, but they're roughly the same.

**NOTE:** although I didn't do it (because I didn't know) I HIGHLY recommend you bring accessories equipped that prevent poison. As you may already know poison in this game is actually deadly so you don't want that on you at all!

Anyway, Lenne in this fight was my backup healer and main backup support. Given that the boss isn't weak to any particular element, Lenne's value goes down just a tiny bit. She's still super strong so using any of her Thrust skills proves to be really good still. What you REALLY want to bring to this fight is **Cleanse**. This helps you fight off his HP Regen.

Of course, Mikah does what she does best: use Double Steps to massively boost our party's SPD and stick to using her Tiger Combo. Of course if needed she should be using items to either help keeping the OD gauge down or refilling TP. She had the Vampire Class Emblem skills on so she could heal herself and refill her own TP as well.

Glenn does what he does best: debuffing the boss making sure he stays that way and using Cross Slash nonstop. Just like with Mikah, have him use items if ever needed and use "Restrain" to greatly lower the OD gauge.

Victor proved throughout the game that he's the best healer. Maybe Amalia has stronger healing and can revive the entire party, but Victor's offensive spells and, more importantly, his skill to buff the entire party for 8 turns is just unbeatable. Have him do that and heal. If ever possible, have him use Valor Minuet to start your TP regen and let Lenne heal that one turn if required. You can even use Shielding Mazurka to create a barrier around you to prevent some damage. That's always helpful.

Although I didn't use him, I read that you can use Robb to inflict SPD down on the boss. The boss is already somewhat slow so this should really give you an edge with many more turns.

So, for this fight there's a lot of RNG involved, mostly because of what attacks he'll use with his 3 turns. If he uses something like X-Slash 3 times in a row some of your characters will most likely die, or be very close to. You want to hope he only uses it once and then just do some random regular attacks. Of course we'll need Victor to keep up as much as possible with the healing.

This X-Slash is only done during his physical mode, which is basically just attacks. His magic mode is much more annoying to deal with, but note that he starts the fight in physical mode. You could say it's somewhat easy to keep up in this mode, unless he's using X-Slash nonstop.

Eventually the boss will go into his magical mode and he'll become just a bit more annoying. He uses Meditation to give himself HP Regen. Here's where you'll want Lenne to use her Cleanse to get rid of it. Sadly he also has magic and physical resist for a turn so use this time to heal up. Do be careful because, even though they don't tell you, he's preparing a strong attack in 2 turns. That means you want to use the turn where he uses Meditation to pretty much heal up, then on his next turn you'll see the notice that "Preparing the Will" is coming in 1 round.

When you see that note make any last minute preparations (keep track of the turns up above) so you can defend before the attack comes. If you can make sure you debuff him and you buff yourself before the attack comes. The attack, Heavenly Redemption hits for like 120 if you defended. Not bad. It's basically a party wide Dread attack. Make sure to have Victor heal right after, having Lenne or your backup healer help out if needed.

And that's pretty much the fight. Like I said, I feel like he's easier than Boutrous, but also I think a lot of it is RNG dependent. Pray you don't get 3 X-Slashes in a row, or 3 Vengeances in a row and you'll do just fine!

- **X-Slash:** hits the entire party for around 80 dmg.
- **Attack:** hits 2 times randomly for around 65 dmg. Increases to 3 as his HP goes down.
- **Modus Operandi:** switches between his physical and magical modes.
- **Meditation:** gives him magic and physical resist, as well as HP Regen.
- **Dread:** hits one character for around 100 dmg.
- **Poison Smoke:** inflicts poison on the party for 2 turns, which each turn deals 70 flat dmg.
- **Vengeance:** hits all party members for around 80 dmg.
- **Heavenly Redemption:** hits the party for around 120 dmg. while defending and fully buffed and debuffed. That's probably like 150+ if not defending.

After the fight you'll get the **King's Monument** and that would be it for this entire area. Congrats! You've officially beaten the game! I did this before actually completing the game, whoops!



# Side Quest Guide

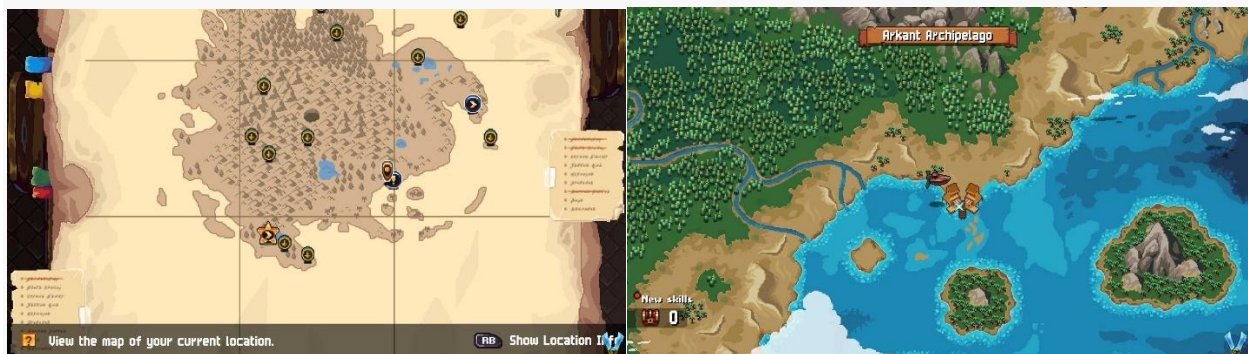
## The Food, the Chap, and the Hungry

*You've met a hungry and senile old fellow. Help him regain his memory!*



### Arkant Archipelago

We can start this quest by heading to Arkant Archipelago. This place is located southwest of our isle.



Once here head left to trigger a scene where we meet a goat named **Tomke**. It seems he doesn't remember anything but you'll see him fighting a Boxfly and canning it.... then drinking it? Disgusting! We'll talk a bit more and then the sidequest itself will start.

## 8 Speak to Tomke and head for the Hooge

Time to head to the Hooge. Once you're ready talk to Tomke who's nearby and agree to go to Hooge. The area pretty much is an oil rig.

**NOTE:** Hooge will NOT appear on the map until you do this quest.

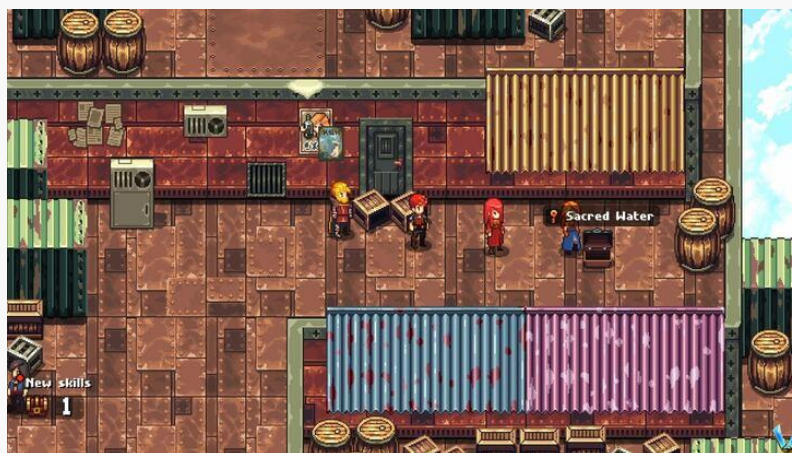
## The Hooge

Once we get here we'll have some scenes where we meet with Captain Agatha, the leader of this place. It seems not even her knows who Tomke is. Hmm. Once the scenes are over, so too will the sidequest end. Don't worry, let's explore this place before we end this page!

Leave this room and outside before you go down the stairs go left and around the building and on the upper right side you'll see several traffic cones. Wait here a bit and you'll see a moving platform come from the right.



Ride it, jump down the roof on the other side and jump down a second one. DON'T jump down a third time. Instead go right and up the ladder to find a chest in the corner with **Platinum Ore x2**. NOW jump down and open the chest to the right for **Sacred Water**. This was an easy one.



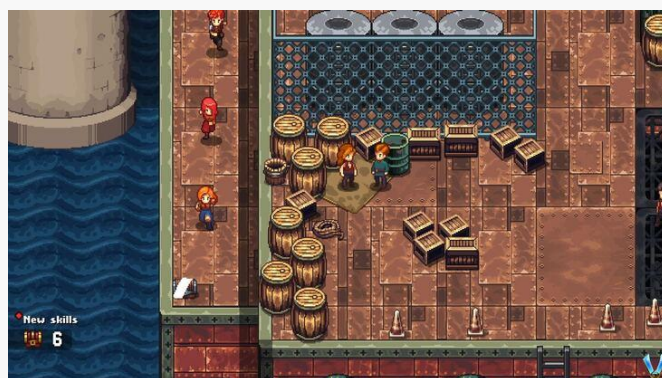
From here go south and jump down once. Down here go left and north. Go through the door under the metal sheet roof to reach a metal chest with **Exorcist RAM**. Great upgrade in my opinion.



Head to the right side where you can find several NPCs and talk to the man on the right (dressed in brown) named **Gormit**. After a little scene he'll join the clan and go to our island. Neat.



Go to the bottom left corner of this area and jump down to the bottom of the oil rig. Down here head left, grab the **Exchange Parts x2**, and go up the ladder when you get to it. At the top go straight up and go left when possible to find another ladder going down. Go down to find a chest with **Fine Wool**.



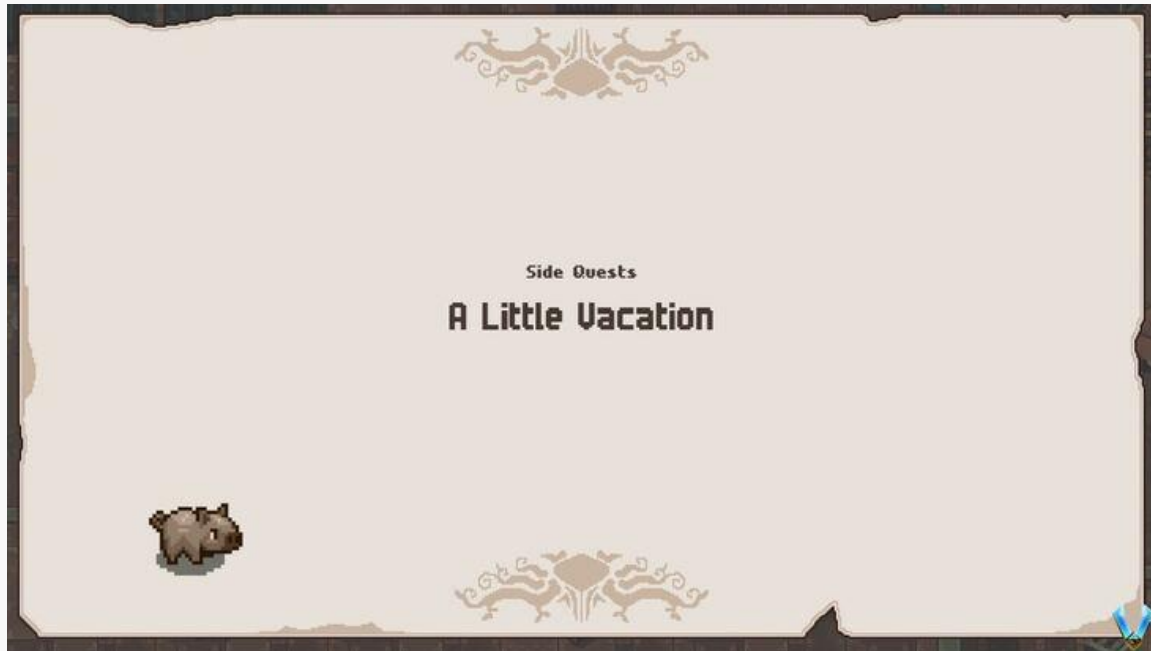
Head back up the ladder and go right until you find stairs going up. Before you go up head down from these stairs to find a chest with **1500a** around the metal containers. Now go up the stairs and we'll be in the area at the bottom of the stairs where we met Captain Agatha. The double doors up ahead have nothing but NPCs you can talk to. Go left to find several shops. The first one sells Sky Armor Frames and a new one he has is **Kerberos**. And at the moment of me recording this I couldn't make use of the other 2 shops.

And that's about it for this place! Super small!



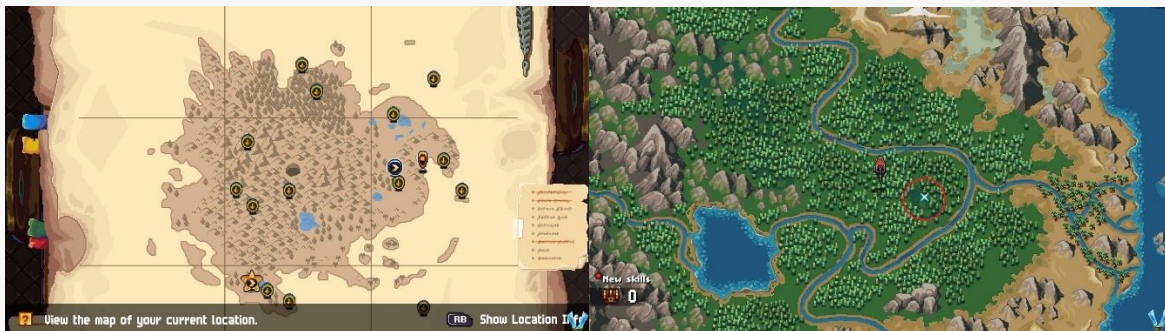
# A Little Vacation

*The carrot and his gang are back. They seem to have been spotted in different locations.*



## ! Visit the farm

This sidequest has us go and check up on the carrot and other talking veggies we previously fought. Go ahead and leave New Wyrnshire and you'll see there's a 📍 to the southwest. There's a sparkle near the lake. Go ahead and land there.



As you land move forward to find the carrot. Follow it north to find a farm with all the veggies just there. You can't talk to them or do anything with them so go inside the main building to find several brooms sweeping by themselves. There's nothing for us to grab so head north into the room to find a pair of pigs smoking. What? They end up running away.

Go ahead and follow them upstairs then go through the door to the south. You'll find them on the balcony outside...they jump off. Head back downstairs and outside to find them to the right. They'll run away again as you get close to them. **BEFORE** you follow them again save your game and prepare yourself. Once ready head west to find the some dude that's riding a larger pig. Boss fight time!

## BOSS FIGHT: FRIDOLYN



I didn't expect to fight a man riding a pig when I entered this area! I thought we were fighting the veggies again! Thankfully we're not because this boss is super easy.

What makes the boss very mid is the fact that he has nothing to steal, has no weaknesses and no strengths, which pretty much means we're good to go with basically anything and any party member.

As it's usual in these boss fights, having Glenn and Victor start the fight by buffing the party and debuffing the enemy is the best you can do. You can even have Glenn use his Ultra Move to lower everything at once then focus on attacking with Cross Slash. Poison and Bleed are still good so have Sienna and Robb put both of them on the boss.

Besides that, however, everything is pretty standard. I don't even know if this guy is supposed to be considered a boss (he has the music and gives us a Grimoire Shard) but you can see his attacks below. He uses a random element to hit all the party for around 50 dmg. You can easily take three of these before needing healing so that says a lot about this fight.

- **Earth:** hits all party members for around 50 dmg.
- **Fire:** hits all party members for around 50 dmg.
- **Wind:** hits all party members for around 50 dmg.

After the fight some scenes will play out and the quest will come to an end. That was fast.

Before we end this sidequest, head back out to the world map and we can go directly south to find a beach we can enter.



In here check the sparkle to the left to find a **Rusty Anchor**. To the right you can actually find Fridolyn and his pigs basking in the sun haha. Nice!

# The Gates of Nhysa

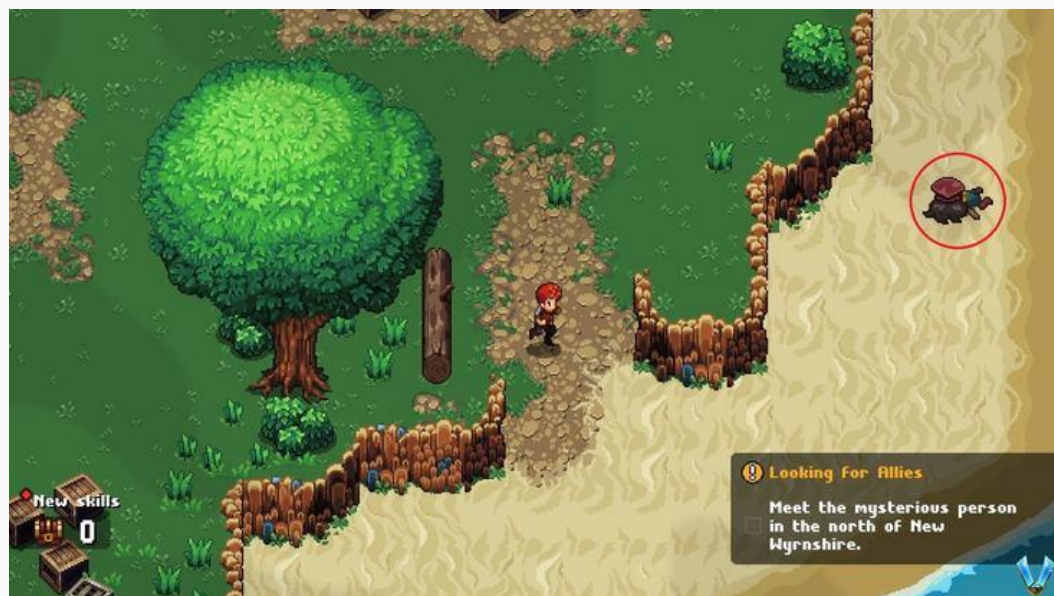
*A young scholar wants to learn more about Nhysa. Assist her in finding the lost city.*



## ! Hermit Island

We can start this quest after completing the quest "Searching for a Princess"

When we're on our island, check the beach on the eastern side to find a person who washed ashore. Approach her to trigger a scene.





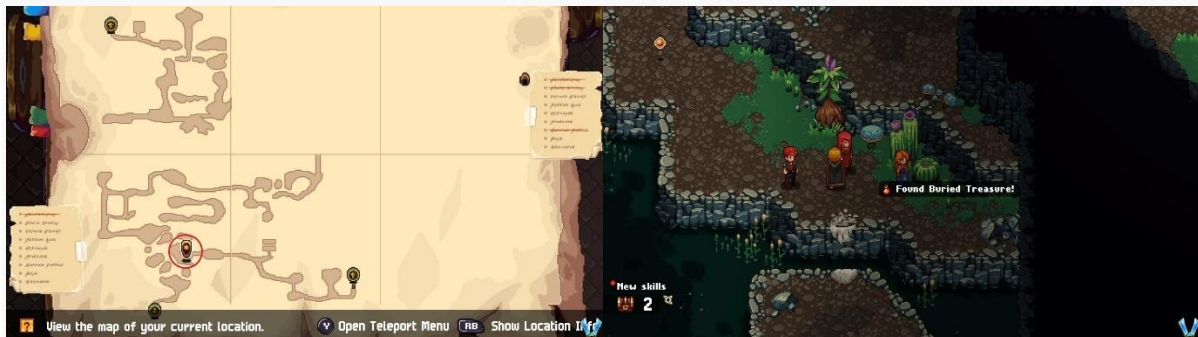
## 9 Ograne Grottos

Well, time to help out Maddeleine. And this means time to go explore Ograne Grottos, finally! We can't explore it fully yet, but we can make some progress at least. The entrance to Ograne Grottos we want to access is in Rohlan Fields. Remember that cave I told you about that was behind the waterfall? Let's go there.

You don't remember where it is? Head to the large lake in the middle of the area and behind the mansion on the island is a waterfall with a cave behind it.

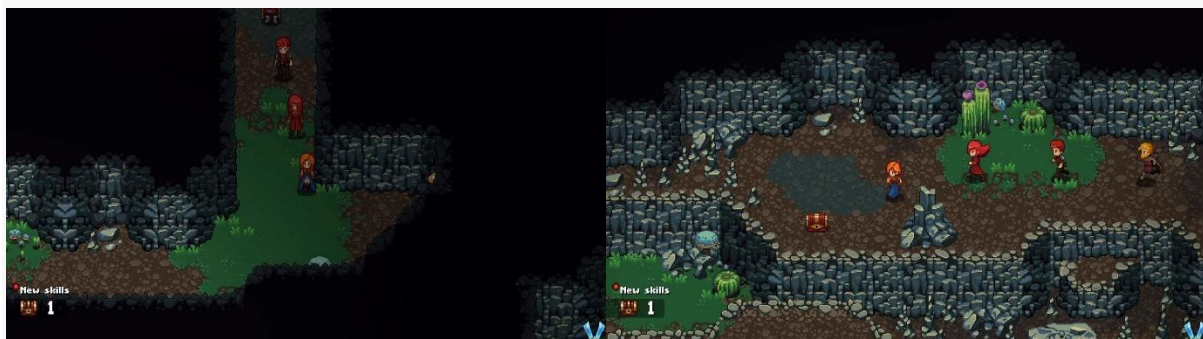


Welcome to Ograne Grottos! This is our third time in here. For now follow the path and up ahead we'll have 2 ways we can go. Jump across the western gap to find a **buried treasure** mark. That's good to know. Return across the gap and jump across the eastern ones. As you jump over the second one check the cactus on the right to find your **buried treasure** with **3100a**.

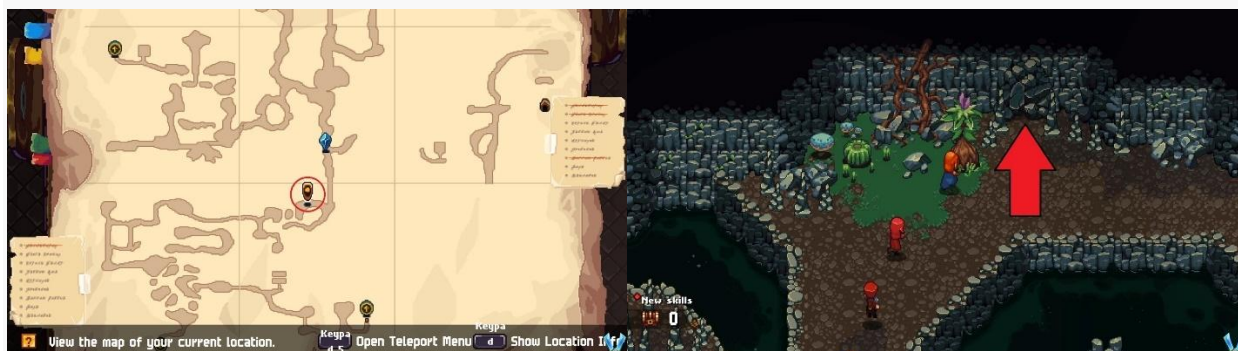


Head north now, jump across another 2 gaps and you'll fight some Goblins. After the fight head up the slope and at the fork go south across the gap and open the chest at the end for **Platinum Ore**.

Return and go north now up down slope and continue west. Follow this tunnel and at the fork head north all the way for a **crystal source**. Return to the fork to the south go east. There's a hidden path here that takes you easy through the wall (you can't see) and it takes you to a fight with some Goblins. Kill them and head to the end of this path to find a chest with **Falchion**.



Return and head north and east. Go up the wall to find some more Goblins to kill. Do so and proceed east to the next area. Once here head south first to reach a chest with **Gemstone Jerkin**. Return and go east across a couple gaps. As you go east keep an eye north for a **hidden cave**. This one has **Dragon Mail** inside.



You can now go south at the fork for a **crystal source**, but then head north into the next area.

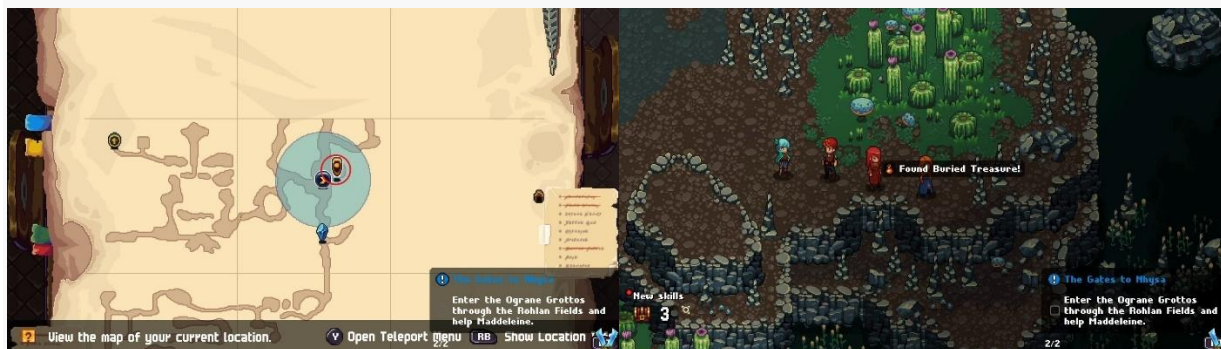
Once here head up to find a **fast travel crystal**. Let's go! From here head right to find a chest with **2500a**. Return and move forward to find Maddeleine. She tells you there's a strong enemy up ahead and that we don't stand a chance against it unless we give it a **Incocybin Berry**, which she hands us one. Nice.

Head forward and you'll find the enemy. This guy is no joke. He kills you in one hit, and you barely do any damage to it. Thankfully, we have the berry. Go ahead and scroll through your items until you find the berry. Give it to the monster. This will both really lower the monster's stats and also nearly kill it, leaving it with a sliver of HP.



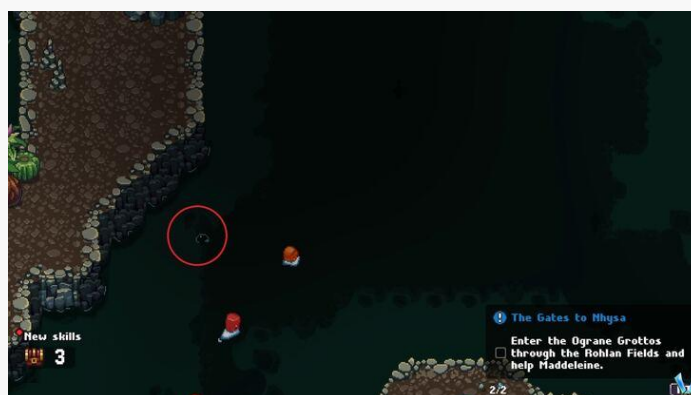
From here it has around 2000 HP left so just attack it until it dies. Its attacks are also extremely weak (around 30 dmg. per attack). Nothing to worry about. Once it's dead though, we can now explore the area.

From where the monster was we can go west and north. Go north and check the southeastern corner (south of the cactus) to find a **buried treasure** with **Crit Damage Up Crystal**.

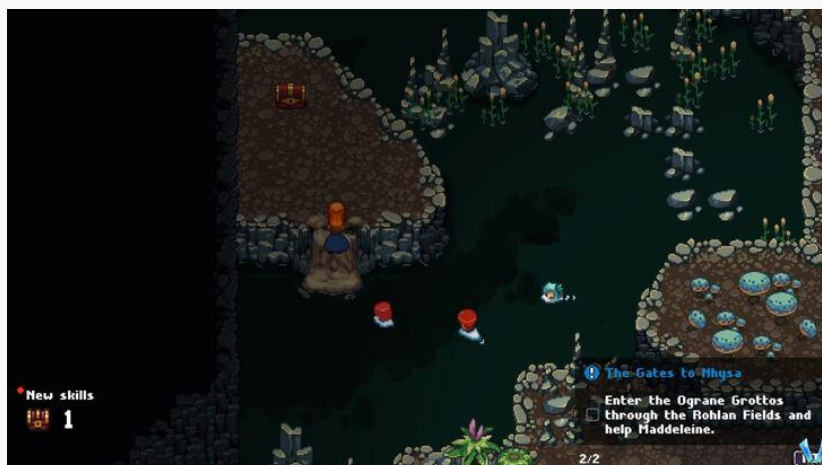


Head north and we'll have another fork. Go east first to reach a new area. Follow this tunnel east into the next area to find a Goblin. He doesn't let us pass. Hmm. Is this like a Goblin Village? We did see a Crab Village, so I wouldn't put it past the dev to make one.

Return to the fork and ignore the path going north. It's the way to go so we'll leave it for last. Return south to where the monster was and go west now to reach yet another fork. Go south here and follow this path going south until you find a spot where you can jump into the water. Get in there and it's time to explore. Follow the wall right where you jumped down into the water, and you'll come across some bubbles in the water.

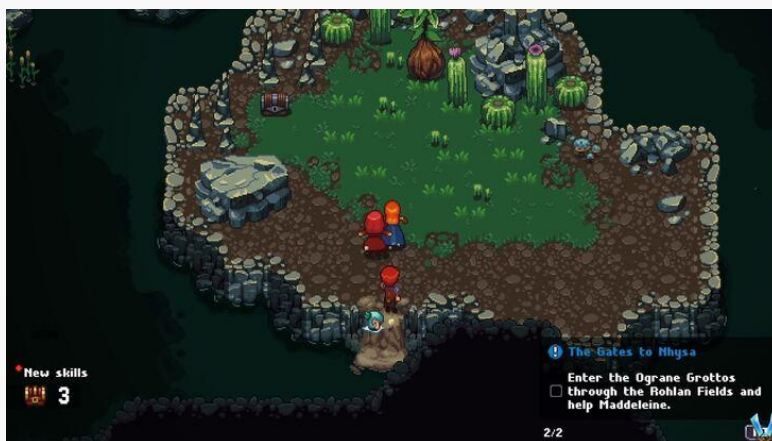


Interact with them to go underwater and across the walkway above. Neat. Do so then go through another set of bubbles to reach a lonely chest that has **Earth Belt** inside.

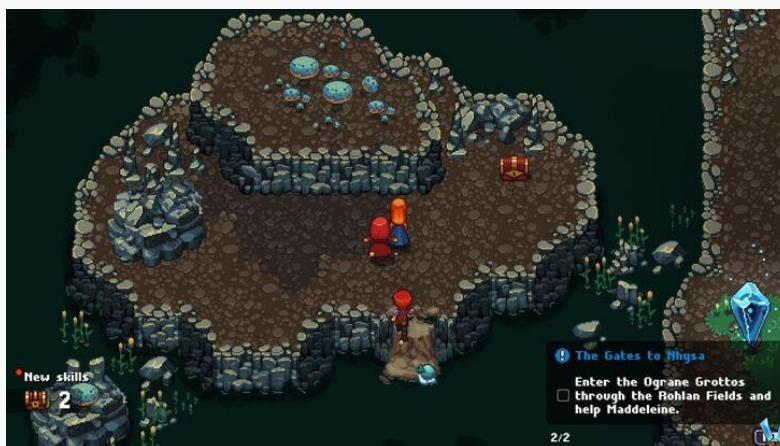




Return and directly east you can find some more bubbles. Go through and on the other side go south to find more bubbles. Go through and on the other side go south and jump out of the water to find a chest with **Elastic Wing**.



Return into the water and head back through the bubbles. Once back head north past the bubbles near Maddeleine and at the end of the water path you'll find some more bubbles. Go through these and go to the far south to find some bubbles next to the platform where the chest we just got is. Go through these bubbles, then through another set of bubbles to reach a little isle where we can open the chest for **Phantom Cloak**. Awesome upgrade for Victor and Thraz if you don't have it already.



And that's about it for the water section. Head back and get out of the water. From here we can go west into the next area, but there's another one of those monsters blocking our way. Sadly we don't have a berry to give it so we won't be able to get past it.

Return to the fork that's west of where we fought the monster and follow it north. We are leaving this area through the northwestern exit. As you go however, you'll find an adventurer that gives you some hints for the Unique Monsters of this place:

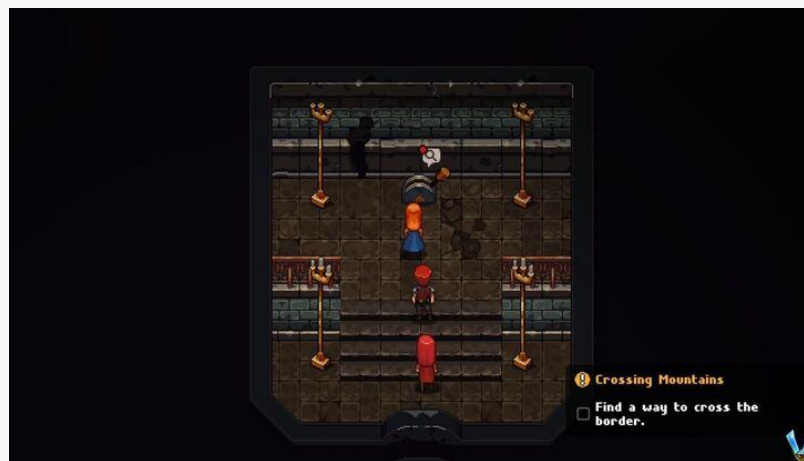
- If lucky, you can find it in the west of Ograne. It's an alpha male and all other enemies disappear when he spawns.
- Goblin appears in the northeast of Ograne. It wants all other goblins dead. Only then it'll appear.

Continue north into the next area, then west into the next one. These worms creep me out. To the north is a metal chest we can't get to and to the west are 4 **crystal sources**. And that's about it for exploration. Return to where we fought the monster and now go north all the way until we reach some ruins and a scene with Maddeleine plays. She finds a hidden switch that opens up one of the gates... but we need to find the rest. Oh god. She tells us there's a switch in Rohlan, Fiorwoods, and Perpetua.

At this point, if you've been following the guide you should have already all 3 switches pressed. BUT if you haven't then here's a quick recap of where you can find them:

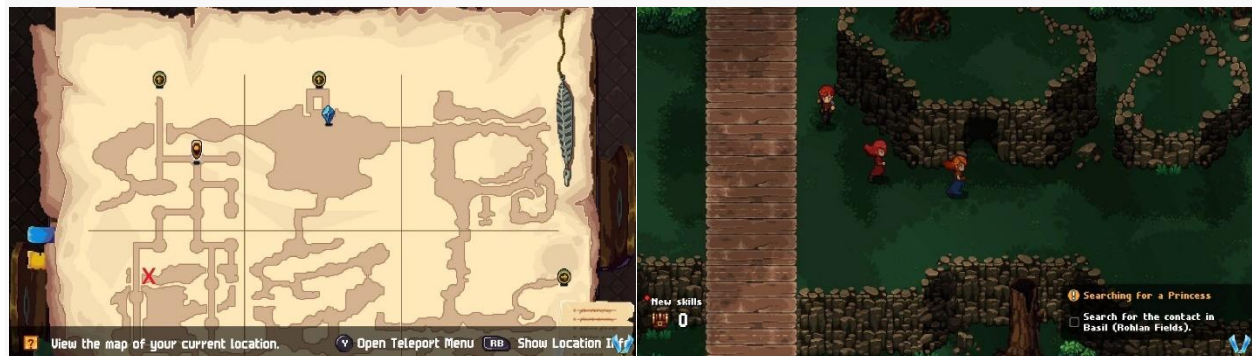
## ! Rohlan Fields

Directly north from Farnsport past the Yak Unique Monster is a large chasm. On the northeastern side of it is a part of the wall you can climb down. Head down there and follow the tunnels to find the lever (go right at the fork).



## ! Fiorwoods

To get to it exit Tormund via the southwestern exit and once in the Fiorwoods follow the wooden rafter south, go east then south until you reach the next area. Once in the next area go east at the first fork and down the staircase. Down here go west, kill the Forest Wyrms and go inside the cave. Follow this cave until you reach a room with the lever we're supposed to flip.



## ! Perpetua

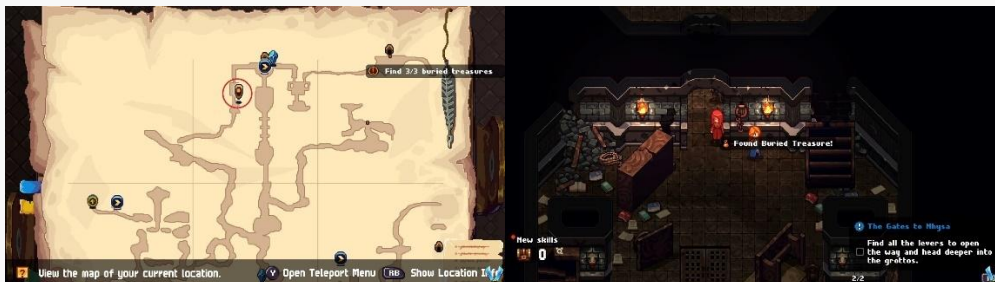
Check the northeastern corner of the southwestern area to find a cave. Head inside and follow the tunnel to find a lever.



## ! Ograne Grottos again

Once you have them all head back to Ograne Grotto and head north from Maddeleine down the long hallway. At the top we'll find a **fast travel crystal** and an elevator in the middle. We also have a path to the left and right. let's go explore first. Going right leads to a locked door. Hmm.

Go left instead and when you reach the first room you'll see a **buried treasure** mark on the right behind the table. To find it enter the next room and check the wall where the torch and red chain are to find it. It has **Crit Damage Up Crystal**.



From here you can head further south and read some books, then continue south for a **crystal source**, then proceed to the next area to find a metal chest with **Strike First RAM**.



Return to the elevator and take it down. Enjoy the scene as you go down where Maddeleine tells us about the True Kings. Not going to lie, all of this is VERY interesting! I like how we get images of what they look like as well!

Eventually our ride to the bottom will conclude and we'll reach the bottom. We'll discover a **fast travel crystal** down here as well. Talk to Maddeleine to trigger another scene where the quest will come to an end. It seems we'll have to come back later to see if she's done with the math problem.

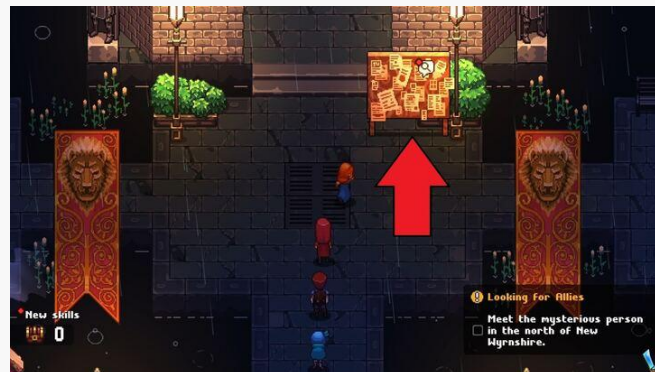


# Into the Maelstrom

*Someone is searching for people that see a white door within their dreams. What is this all about?*



To start this quest you want to fast travel to Tormund's eastern crystal and check the message board to the north, right outside the Adventurer's Guild. It seems if we see a white door we need to go visit this person in Farnsport. Well, we know someone who sees a white door.



## ! Speak to the client

Fast travel to the crystal in Farnsport and head for the docks. Once here go around and enter the building where the marker is. You remember this place I presume? Remember I said this woman was going to be coming back later because she had a portrait? Yep, here we are haha.

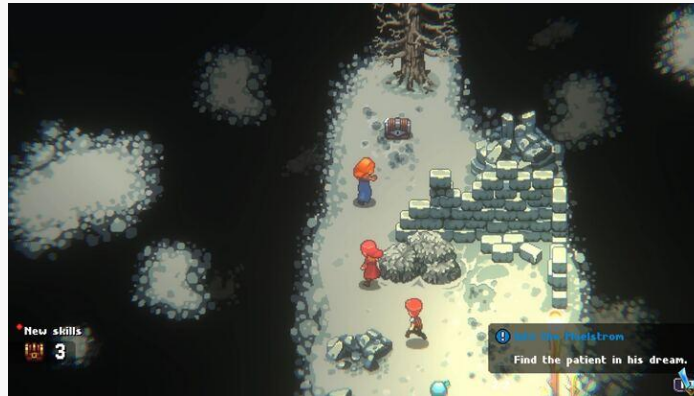


Enjoy the scenes that play out here and we'll eventually be in that NPC's mind. Whoa!

## 8 Find the patient in his dreams

There are no enemies here whatsoever so don't worry about them. Follow the path and go south when possible to find a chest with **Elastic Wing**. Continue east and you'll find... a house? Part of a house. Just past the house is a yellow sphere. Interact with it to remove the fragment, which is the house. We'll use that in the black sphere next to us. Do so so we can cross the gap here.

Cross the gap and pick up the house. To the right is a sphere and next to it is another fragment, this one is a bridge. Pick it up and place it on the left where the house was. From here head north and follow this path as you go around and cross the bridge. This is to reach a chest with **Fine Wool x3**.



Return and pick up the bridge (this sounds so weird haha) and place the "house" on the right side. Cross now and follow the path north to reach a fork. Check the northern side first to find a chest with **Hard Shell x2**. Now go right to find a new fragment, a "cliff". Note that this one has a wall you can climb down. For now pick it up and go west. Place the cliff fragment here and go down the wall on the cliff. This lets you go down and pick up the house fragment.

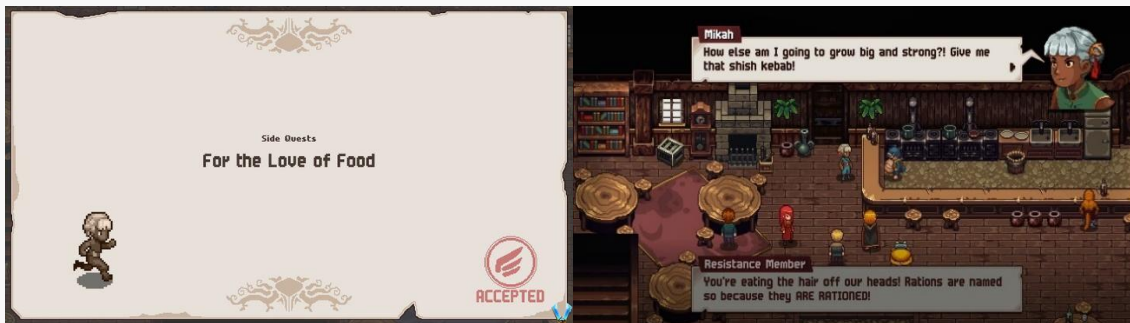
Head back up, pick up the cliff fragment and go right and place the cliff fragment where it originally was. Go down the wall on it and follow the path. Open the chest when you get to it for **Platinum Ore x3** and continue. Place the bridge fragment here, return up the cliff and go right. Place the house fragment and we can now cross and go north. Doing so will take us to the patient where we see him and his daughter and what happened. It seems he killed his little girl and intended to kill himself right after. Wow...

When you regain control interact with the rift on the left corner to have many more interesting scenes play out. Once they're over, so too will the quest.



# For the Love of Food

*Tomke has got a unique little family. Help out his granddaughter Mikah.*



To start this quest you need to have your clan reach Rank 3. To do this you need to recruit every character the game has to offer (at least up to this point). Once you reach Rank 3 you'll now have buildings on your island. Enter the top left building where you'll see a character named Mikah and the quest will start.

- [All Clan Members Locations](#) (pg.465)

**NOTE:** goes without saying that you need to have gotten Tomke to join the party. You can find him in Arkant Archipelago where you can start his sidequest.

- [The Food, the Chap, and the Hungry](#) (pg.379)

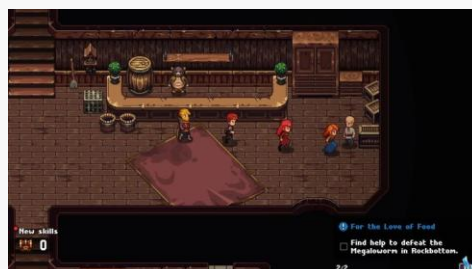
## ! Follow Mikah into the Ograne Grottos

Time to head to Ograne Grottos. I'm going to expect you to have been in here already ([CLICK HERE](#) for help in here if you need it or go to pg.384).

Go ahead and fast travel to the crystal and from here head north then northwest at the fork and follow this path all the way until you trigger a scene where we find Mikah at the end. Damn, looks like we'll have to find a way to kill this worm (this is gonna be a crazy fight I can feel it already!)

## ! Find help to defeat the Megaloworm in Rockbottom

Fast travel to Rockbottom now and go inside the building. Head up to the inn part of this building and a scene should play with the bald man with the white shirt. If it doesn't head outside and head back inside. As you talk to the miner you'll learn that they did indeed try to kill the Megaloworm 6 years ago, or at least that was the plan. He'll charge us 5000a to help us out. Nice, super cheap!





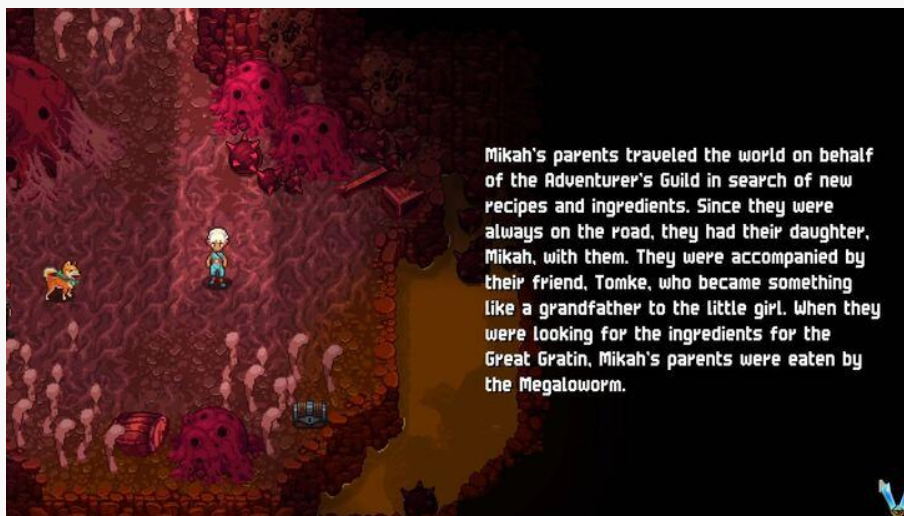
## 8 Meet up at the briefed location

Go ahead and fast travel to the southern crystal so we can get into our SAs faster then fly north into the next area where our objective is. Land here and interact with the marker to have the scenes continue. These are actually REALLY good. I still can't believe only one man worked on this game haha.



Eventually... we'll end up eaten haha. But the good thing is that Mikah will officially join the party. Micah is a fist user and she's REALLY good. She really reminds me of Monk in Final Fantasy XIV. Unlike everyone else, she has combos. You go from one attack, then in your next turn to do your second attack. Doing this will dramatically increase her second attack and also gives you procs similar to Sienna so you can activate an even stronger attack. She can also buff your party's offensive and defensive stats, and even boost your speed. Sadly, given that we already have Victor (and he most likely learned by this point his skill that buffs everything with just one skill) these don't really do much for me at least BUT the Speed buff is amazing because it's a high buff and lasts forever.

You can pair her with Sienna or Glenn given how both are mostly damage dealers. I would recommend Sienna since Glenn has his skill that lowers all of the enemy's stats.



## 8 Head deeper into the Megaloworm

|                                                                                            |       |         |     |               |
|--------------------------------------------------------------------------------------------|-------|---------|-----|---------------|
|  Antibody | Ether | HP 1300 | N/A | Meal (Common) |
|--------------------------------------------------------------------------------------------|-------|---------|-----|---------------|

As you regain control go ahead and open the chest here with **Angel Wing x3**. Head north now and open a second chest, this one with **Meal x4**. Head north now to find some **Antibody** enemies haha. Of course! They're not hard at all so you'll have an easy time.

After the fight go right and jump into... gastric acid? Piss? Ugh. Go under the spiky balls (inspect the bubbles) and check the fungus on the other side.



Return to the fork and go north now. Jump across the little gap once you reach it and before go jump down into the... liquid, head south and notice that you can go right through the wall. Do so to find a chest with **Cestus**, and amazing upgrade for Mikah.



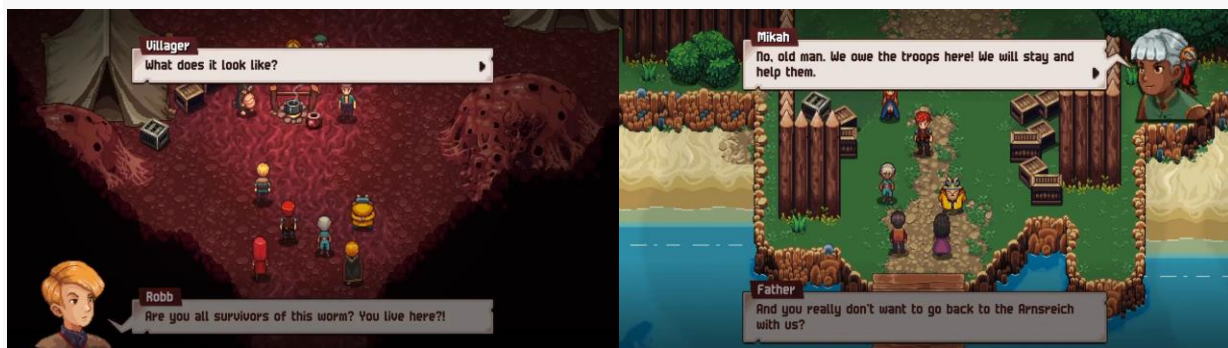
Head back and jump into the liquid now. As you jump in the liquid you'll notice the bubble right next. Before you follow them go north first and under the spiky balls. This leads to a fungus we can interact with. Do so, return to the bubbles you just ignored and head north through the path that just opened.

This will lead us to a large wall with 3 spots where we can climb.



Climb the middle path first to find a chest with **Leather Gear**. Head back down and go up the right side now. You'll have to fight 5 Antibodies here but it still shouldn't be a problem. Kill them and interact with the fungus at the top. Continue left now and jump down. Now continue northwest and at the fork follow the path on the right. Grab the **crystal source** and at the end, after killing some more Antibodies, you can find a chest with **Rayon Fiber x5**.

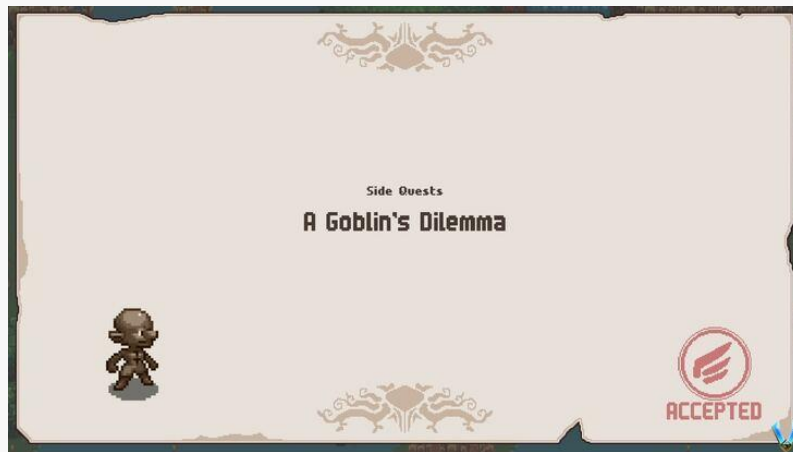
Return to the fork and go north now to trigger a scene where we find... other people that have been eaten up? Wow! Enjoy the scenes here where we make our way out of here and after much talk, the quest will come to an end. This was a nice one! Thank god we didn't have to fight the Megaloworm haha.



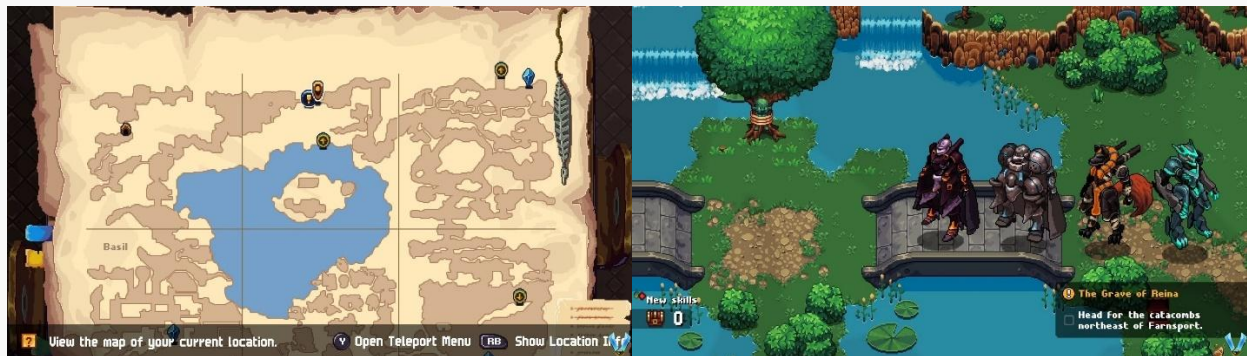


# A Goblin's Dilemma

*You've met a strange goblin who was able to speak.*

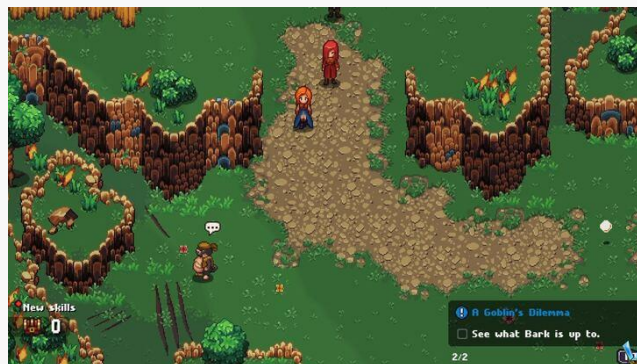


You can start this quest after the main quest [Ruins Under a Tree](#). Once you've complete it fast travel to the northeastern crystal in Rohlan Fields and head west to find this quest. You start it by approaching the Goblin tied to the tree.



## ! See what Bark is up to

Go ahead and fly to Basil and leave the village via the eastern exit. Follow the path here to where you saw those huge claw marks before to trigger a scene.



Approach them to trigger a scene.

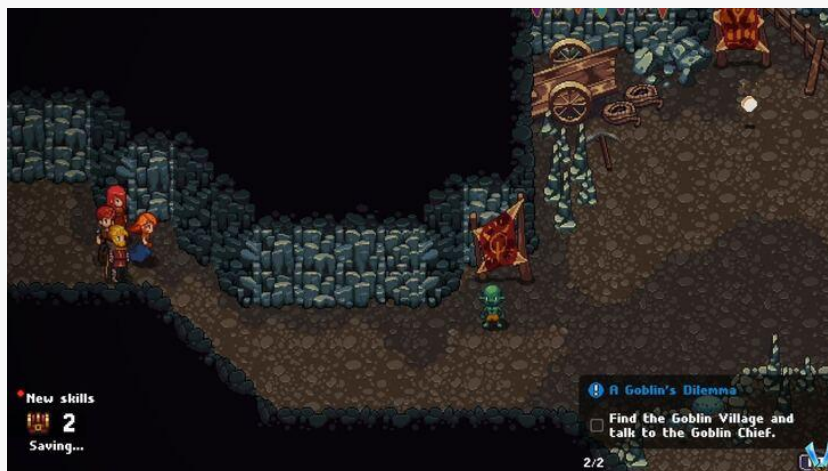
## ! Continue to search for Bark

Go ahead and head southwest now to Jan's house. We haven't seen him in a while! As we get here we see little Marsia outside. It seems the villagers are blaming Jan about what's been happening lately. During the scenes we'll be asked to go to the "Goblin Village". They also give us an emblem that should allow us passage. Ok.

## ! Find the Goblin Village and talk to the Goblin Chief

We've already been to this village... or at least we tried but we were not allowed passage haha. For this you'll want to go to Ograne Grottos. I'm going to expect you to have been in here already ([CLICK HERE](#) or pg.384 for help in here if you need it).

Fast travel to the bottom crystal and from here head north and at the top fork go east and follow this path until reach the village.



Once in here talk to the Goblins if you want (you can't understand them) and in the middle you'll find a huge cauldron. On the right side of it is a bottle you can interact with. You can drink from it or not. I have no idea what this does but I drank from it haha. It just says it tasted strange.





Head north up the slope and go right first. Over here you'll be able to go north through the blue mushrooms, and south between the crates.



Follow these paths to find **Hall** and **Magic Poleyns** in chests. Return to the slope and go into the large tent to trigger a scene with the Goblin Chief. Why can he speak? Oh well, he doesn't want peace.

### ! Head for Jan's home

Go ahead and fast travel to the crystal near the Class Emblem Statue and head south to Jan's house. A scene will play where we see a goblin attacking little Marsia. The goblin will attack us but have Egl "ring the goblin down". After this the Goblin Chief will appear and drops some pretty horrible info on us: goblins are people. They've turned people into goblins and we've just been killing them. Damn.

Afterwards we'll be in a fight against more goblins. Not much we can do besides fight. These are your normal goblins from back in the day so take care of them. Focus on the Wizards first because they have "Heal All" spells that are VERY annoying.

Watch the scenes after the fight and the quest will come to an end. I feel really bad for Jan. I wonder if we're having a continuation to this quest.





# Two-Winged Angel

Your party was allowed access into the black market of Wyrnshire. What will you find there?



| ( Black Market Weapons )-- |           |        |
|----------------------------|-----------|--------|
| --\$--                     | WEAPONS   | --\$-- |
| Viking Sword               | 2,200a    |        |
| Fauchard                   | 2,200a    |        |
| Slingshot                  | 2,200a    |        |
| Epee                       | 2,200a    |        |
| Flintlock                  | 2,200a    |        |
| Emerald Amulet             | 2,200a    |        |
| Gunspear                   | 2,200a    |        |
| Dojigiri                   | 2,200a    |        |
| Cestus                     | 2,200a    |        |
| Mushroom                   | 2,200a    |        |
| --\$--                     | ARMOR     | --\$-- |
| Metal Aketon               | 2,200a    |        |
| Golden Breastplate         | 2,200a    |        |
| Leather Gear               | 2,200a    |        |
| Mage's Garb                | 2,200a    |        |
| --\$--                     | USABLES   | --\$-- |
| Snack                      | 100a      |        |
| Meal                       | 1,000a    |        |
| Sweets                     | 200a      |        |
| Panacea                    | 50a       |        |
| Eye Drops                  | 50a       |        |
| Alarm Clock                | 50a       |        |
| Antidote                   | 50a       |        |
| Lozenge                    | 50a       |        |
| Sage                       | 50a       |        |
| Angel Wing                 | 400a      |        |
| Repair Kit                 | 600a      |        |
| Exchange Parts             | 1,000a    |        |
| --\$--                     | MATERIALS | --\$-- |
| Rainbow Ore                | 600a      |        |
| Emperor's Hide             | 675a      |        |
| Ancient Carcass            | 675a      |        |
| Divine Wool                | 675a      |        |
| Blood Stone                | 675a      |        |
| Orichalcum                 | 900a      |        |
| Titan Leather              | 600a      |        |
| Devil's Head               | 600a      |        |
| Modal Fiber                | 600a      |        |
| Adamantite                 | 525a      |        |

You can start this quest after the main quest [Chained Echoes](#). Once you've complete it fast travel to New Wyrnshire and approach the blonde man with brown vest in the northeastern corner of the city.



## ! Take a look at the Black Market

Now that we have access to the black market, remember that building to the south that wouldn't open? Head down there and we can now go inside. Go inside and you can find several merchants. Seems like they all see the same materials (which is great to upgrade our equipment, but what you really want is to approach the merchant in the upper left corner to trigger a little scene. It seems this man has knowledge on Sky Armors... and it seems it's a Seraph Armor. Nice!

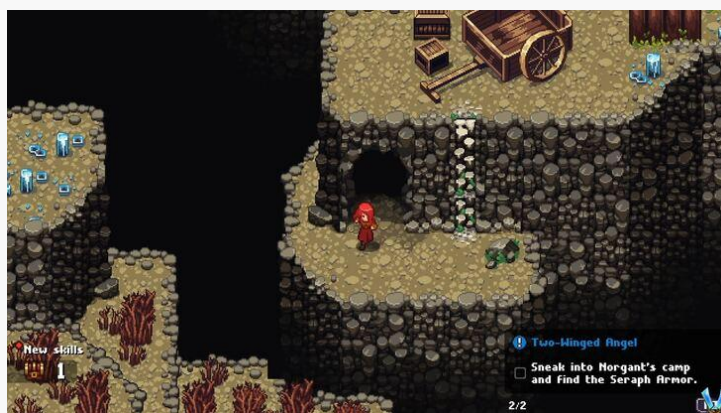
## 8 Head for Norgant's camp

Remember that bandit from Rockbottom? Yeah, we're going to go talk to him. Fast travel to the southern crystal in Kortara and fly north to the central area. Get off your Sky Armor (or in hover mode) cross the bridge going east and a scene will play where we're not allowed entrance. Dammit. Sienna, being that she's a thief, will get us inside. We're now playing as her.

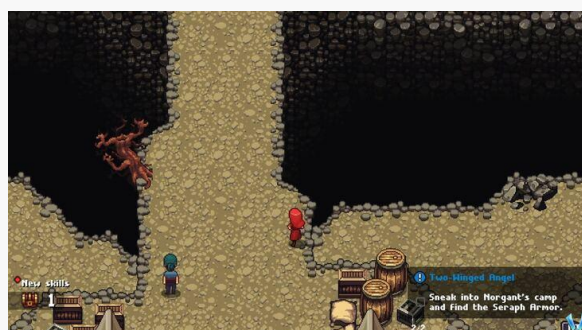
Go down the wall to the right and into the cave.



Note that this is a part where you need to navigate yourself through this area blind. There are 4 exits of this tunnel (also counting where we're going in). Avoid going directly north and to the upper left exit. Instead you want to go for the bottom left exit.

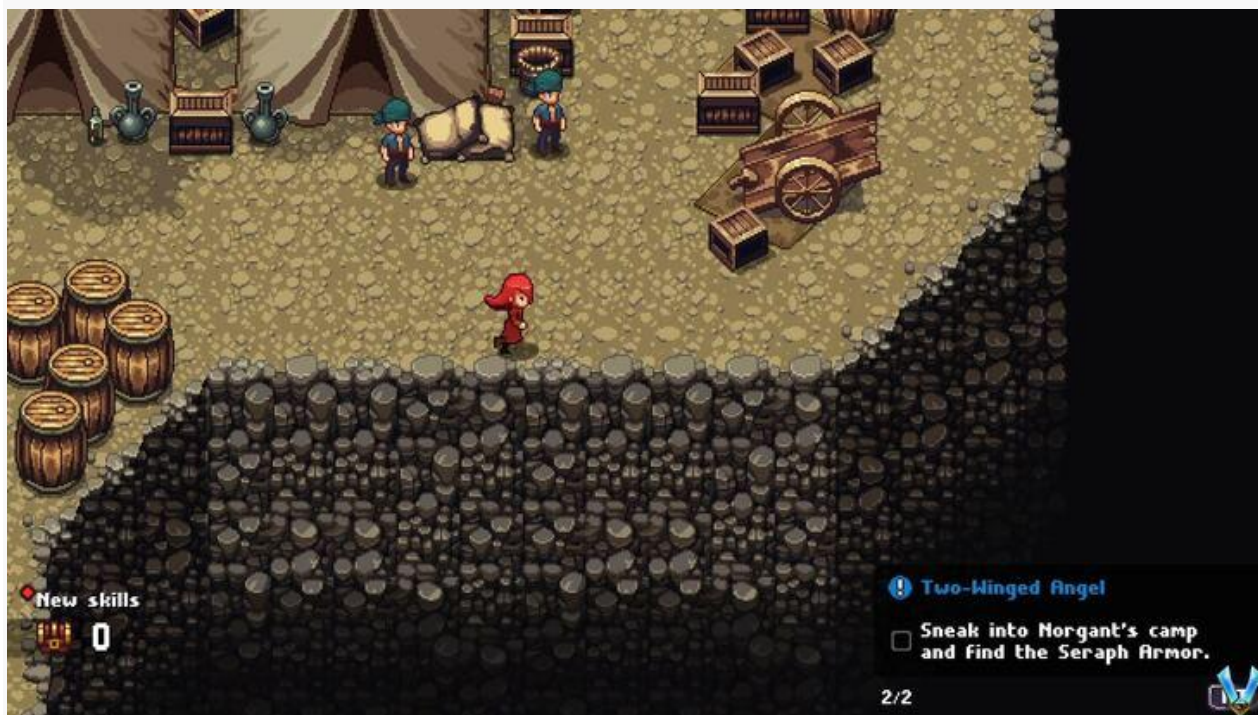


Go up the wall here and head north but wait for the bandit to also look north so you can slip past him.



Once you do and cross the bridge you'll have a ton of bandits up ahead. The one on the left has sunglasses on. He's sleeping. Head west past him and grab the chest with **Norgant's Key**, but a scene will play out before you're able to get it.

Grab the key, return to the bridge and we now want to go east past the 2 bandits. Here you'll have to time yourself and cross when both are looking east. Note that they have different timings so be careful.



Up here you'll find a door. Go ahead and open it to find an actual cave. Go left at the fork to open the back entrance for the rest. Head north now and exit this cave to find our Seraph Armor. It's tied up to a floating rock but it looks awesome!

Sadly Norgant catches us and... nah, no boss fight. He'll actually sell it to us for 50,000 arc... that's it? No trickery here! At this point I had almost 100k so it was an easy purchase.

### ! Pay up for the Seraph Armor

**NOTE:** before you spend your money on it I HIGHLY recommend you go get that Unique Monster in Shambala, the one that requires 100k arc for it to appear. If you fought it already then go ahead and continue.

Head back outside the cave and go talk to Norgant. Tell him you want to buy the Seraph Armor and you'll strike a deal with him, netting you an incredibly powerful chassis for your Sky Armor and the end of the sidequest. Congrats!

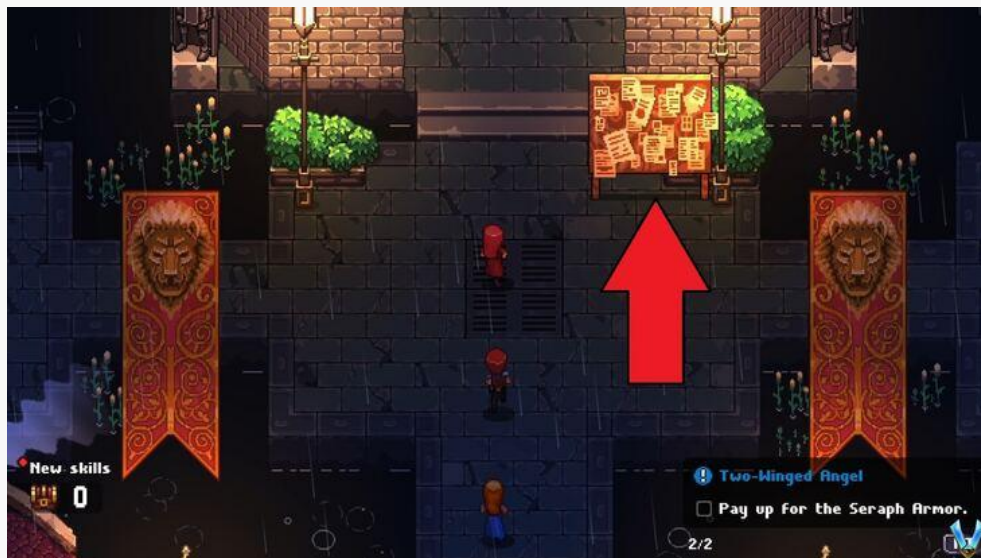


# Falfalaran Sings the Fairy

*A shady merchant in Tormund wants you to escort him to the Inner Sanctum.*



You can start this quest after the main quest [Chained Echoes](#). Once you've complete it fast travel to Tormund and approach the notice board outside the Adventurer's Guild to trigger a scene and start the quest proper.



## ! Talk to the client in the west of Tormund

Head on over to the western side of Tormund now and enter the upper right house. Inside move inside the room in front of you to trigger a scene with Radhat, the person who wants us to help him out. After a little talk, we'll agree to help him out since we need the money. Hmm.

## ! Head to the briefed location in the Fiorwoods

Fast travel to the bottom left crystal and make your way south and around towards the marker. You'll find Radhat and his crew here all ready to leave.



## ! Find your way through the Inner Sanctum

|                                                                                             |         |         |                                   |                          |
|---------------------------------------------------------------------------------------------|---------|---------|-----------------------------------|--------------------------|
|  Blow Fish | Aquatic | HP 3000 | Strong to Fire,<br>Strong to Wind | Fish Innards<br>(Common) |
|---------------------------------------------------------------------------------------------|---------|---------|-----------------------------------|--------------------------|

We are to get to the next area. This is one huge area full of forks and intertwined paths. There's also no map so read carefully. The enemies you fight here are a bit dangerous as well so make sure to save your game before fighting them... JUST in case.

Follow the path from where we start and right after the Blow Fish enemies you'll have 2 paths. Follow the path on the right to reach a fork. Go north all the way first for a chest with **Orichalcum x3**. Return to the first fork and go right to reach another chest, this one with **Modal Fiber x4**.



Return to the fork and go left now. Grab the **crystal source** as you go and soon after you'll see a spot where you can climb down. Go down and go left (right takes you back to the start). Go down at the next fork to find a chest with **Adamantite x2**. Return to the previous fork and go left then down to reach a larger area. There are some Blow Fish here so fight them if you want then open the chest past them for **Scholar's Habit**.



Head north now back onto the wooden platform and climb the wall when you see it to get the **crystal source** on your left. From this fork go right and up right away to find a chest with **Repair Kit DX**.



Return to the crystal source and go north now. Go down the wall when you get to it and you'll reach the end of the area where there are some Blow Fish waiting for you. Kill them and head north into the next area.

Here you'll see that there's a little village. Head to the northern part of it to trigger a scene. It seems the Faeries live here! And they are NOT happy!

### ! Head into the Helaifa Free

Go ahead and head north into the tree once you regain control and inside save your game and prepare yourself. Once ready head through the tree to trigger a scene with the Queen of the Faeries. Here we see Magnolia is also a Faerie! Eventually the Queen will ask you to move. This changes a couple of things (spoilers for what happens by the way):

- If you let her pass she'll kill Radhat then you have to fight the Queen.
- If you fight her here Radhat and his goons will kill all the small Faeries outside but they'll still die.

Either way, Radhat dies here but it's up to you whether the Faeries live. I did this fight 4 times for all the different options and, besides the Faeries living, I didn't see any other change. If you let them live and you go back to the Inner Sanctum they'll be gone so pick whichever one you feel is better for you. You'll have to fight the Queen regardless.



## BOSS FIGHT: FAIRY QUEEN



Ready for a really easy fight? Let's do this!

For starters, she acts twice per turn. Nice. The only attack I saw her do is Blinding Wings. This hits all the party for around 45 dmg. and she usually uses it twice for a total of ~90 dmg. This sounds like a lot of damage, but know that it's the only source of damage you'll take so Victor can easily heal you up. Of course this damage is before Victor buffs you up and Glenn debuffs the boss, so you can expect like 60-70 dmg. total.

The boss does have other moves like charm and lullaby but you'll hardly ever see them (I saw them once in the 4 times I did the fight). The other move is when she summons a Thorn Flower.

This thing is basically a bomb when it explodes, hitting all your characters pretty hard. It's also super tanky for what it is. I personally decided to ignore it and go full ham on the boss to kill her before the bomb went off.

For the fight, it's pretty much all the same. Glenn and Victor with the buffing/debuffing and healing, Mikah can buff your party's speed then switch out for Sienna or whoever else you have and have them attack nonstop. The boss has no weaknesses or resistances so any element is good against her, which means Lenne is as good as always.

This boss doesn't really do anything different that other bosses haven't done before.

- **Blinding Wings:** Hits all party members for around 45 dmg.
- **Summoning Thorn Flower:** summons a thorn flower.
- **Charm:** charms one character.
- **Lullaby:** puts to sleep one character.

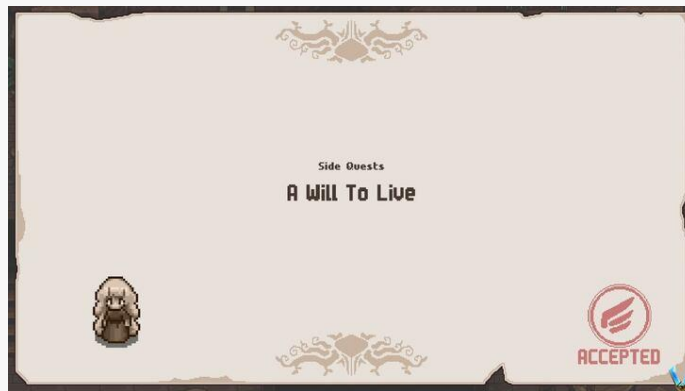


After the fight watch the scenes where Magnolia will be heartbroken no matter what, but she asks us about joining the guild. Of course we say yes! She joins our guild AND our party! She's the one that uses the card weapon in case you were wondering who used those weapons haha.

And that's about it! Magnolia will join our party and we'll be back at our island automatically. Nice!

# A Will To Live

*Arlette vanished? And she was taking care of some wild animal? You need to find and help her!*



You can start this quest after the main quest [Chained Echoes](#). Once you've complete it fast travel to Iden in the Fiorwoods and enter the tavern/inn to trigger a scene where the quest proper will start.

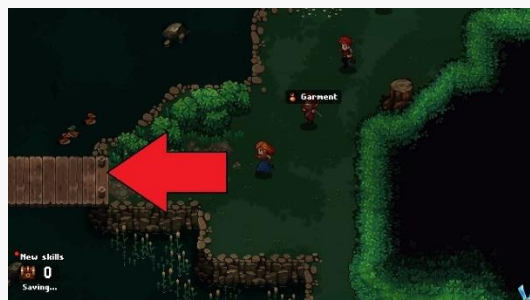


## ! Search for Arlette in the west of the Fiorwoods

It seems Arlette disappeared. Hmm. Remember her? I thought she was the kid in the artwork of the game. Nope, that was Amalia!

Leave Iden through the northern exit and follow the path west until you reach the area with the quest marker. As you get here go ahead and kill the 2 Forest Wyrms that are near the entrance and a scene will play where we find Arlette. She'll run away from us. Dang it!

Go ahead and fast travel to the crystal to our south and follow this path. As you go south you'll see a path going left across the river. Go across and enter the house.



In here we'll find none other than... Raphael? I though he died! Enjoy the scenes that play out here and we'll end up back in Iden with more scenes playing. It seems Arlette... ran away again, and this time she went to Kortara.

### ! Find Arlette in Kortara

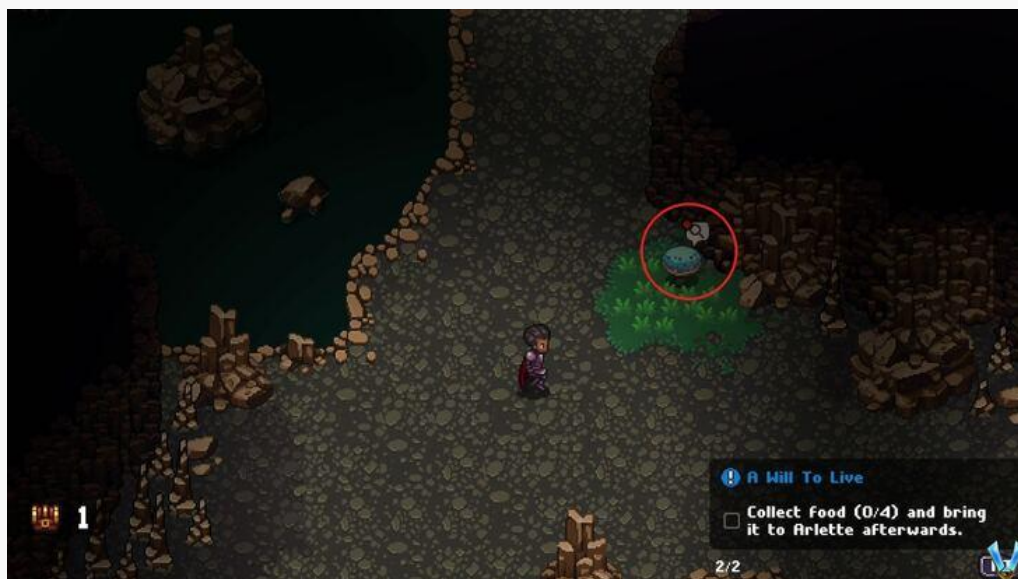
Fast travel to the bottom crystal and fly east. You want to investigate the large open area on the northeastern side of the marked area. You'll see there's a little interact button on the ground.



As you land some more scenes play out where we find Raphael with Arlette. Enjoy the scenes here as both of them end up in an underground cave. Damn. We'll also be in control of Raphael here. Nice! Raphael, just like Egyl, is a tank so learn skills accordingly. Of course you'll also want to get a bunch of HP, DEF and MIND.

### ! Collect food (4) and bring it to Arlette afterwards

Now head east and you'll spot a mushroom. Go ahead and pick it up. This is food for Arlette.





Head right to a fork. We can't go east right now so head north while you keep an eye on the right wall. We can go through. Go through to find a chest with **Meal x5** and a mushroom.



Return west and go north and west, then north again to find another mushroom. From here go left, go around the river and follow it south to find the last mushroom. Return to Arlette now to give her the food.

### ! Find a way out

After a little scene it'll be time to get out of here. Head all the way east to where we couldn't go before and you'll now have to fight several bats. It's one at a time and your HP and TP will refill after every fight so it's impossible for you to fail.

After the fights watch the scenes as we'll be back in Iden where Raphael officially joins the party. Nice! The sidequest will also end here, which is really nice.



# No Place for Happy Endings

*Robb and his father got some serious relationship issues. Will the party be able to fix it?*



|                                                                                                       |       |         |     |         |
|-------------------------------------------------------------------------------------------------------|-------|---------|-----|---------|
| <br>Flandern Soldier | Human | HP 3200 | N/A | No Loot |
| <br>Flandern Mage   | Human | HP 3200 | N/A | No Loot |

For the sidequest to appear just go to Flandern in Kortara and approach the center near the crystal. After the little scene head on over to Rockbottom and head east to the marker and go inside the house to trigger another scene and then the quest proper will start.

## ! Talk to Thoma in Flandern

Once the quest starts head on over to Flandern and go west to find Thoma. Go ahead and talk to him.



After the scene we'll finally be able to go to the northwestern area of Kortara. It's the last area we've yet to explore!



## ! Storm the Castle

Head north from Flanders to reach the Castle grounds. As you go head north a little bit, kill the soldiers and before you cross the bridge go left to find a chest with **Devil's Head**.



Head north now and before you go through the main gate go right and go into the cave you see to find a chest inside with **Silver bolero**. Don't jump down.



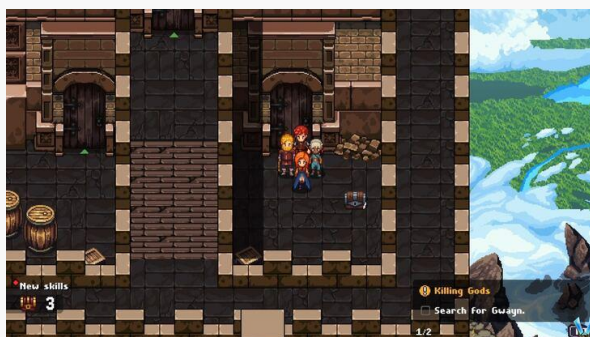
Return and now go through the gate. There's a lot of paths here. Going north up the stairs is the way to the end so we want to leave that for last. Instead go inside the building on the far left side and follow this straightforward path until you reach a chest with **Titan Leather x3**.

Return to the entrance and enter the door to the door that's next to the one you just took. Go through the building, kill the enemies in the back and go up the ladder. Up here ignore the door and go right until you spot a spot where you can jump down. Do so and go northeast to find a golden chest with **Soul of Farnese**.





Head back south and enter the cave. Follow the path in here and at the fork go south and back outside. We're next to the staircase going up to the end! It's good to be back. Now go to the far right. Enter the building here, kill the enemies and go right to find a chest back outside with **Adamantite**.



Head back inside and go north and exit through this side. Follow this path, go up the ladder when you reach it and jump across the gap to the left to find a chest with **Rhongomiant**. From here go ahead and use the ledge to the northeast to jump to the grassy area down below. Nice!

And with that we can NOW go up the main staircase.

Inside head north, kill the enemies blocking your way and head up the stairs to the next floor. Up here ignore the door on the left (takes you back outside) and instead head up the stairs. On the roof go right, jump down and go inside the door on the right.



Head north in here to trigger some scenes between Robb and his dad. Damn what a piece of human garbage. Eventually we'll end up fighting Thoma and his sidekick. This is pretty much like a regular fight to be honest. Remember he has his bomb so make sure it's close to him before the bomb's turn comes up.



After the fight several scenes will take place and the sidequest will come to an end. You'll also get the **Rusty Bow** weapon, which is used for Robb's ultimate weapon.

# Reward Boards Guide

## Rohlan Fields Reward Board Guide



! : Find 3 hidden caves (1A)

You can find the 3 hidden caves by following the map and images below:



! : Defeat 3 Saliva (1B)

Saliva are these flower enemies that are hard to spot. They're like red little buds.



! : Win an encounter against Crabs with only Glenn (1C)

This one is pretty easy. You may want to lower the difficulty or come back later once you have better gear, but basically kick out all the other party members off the party and fight some Crabs with just Glenn. West of the northeastern checkpoint are a pair of crabs you can fight.

! : Explore most of the área (!D)

For this one you simply want to have all of the map visible. By simply entering an area will open it up on your map. I'll leave the full map below.

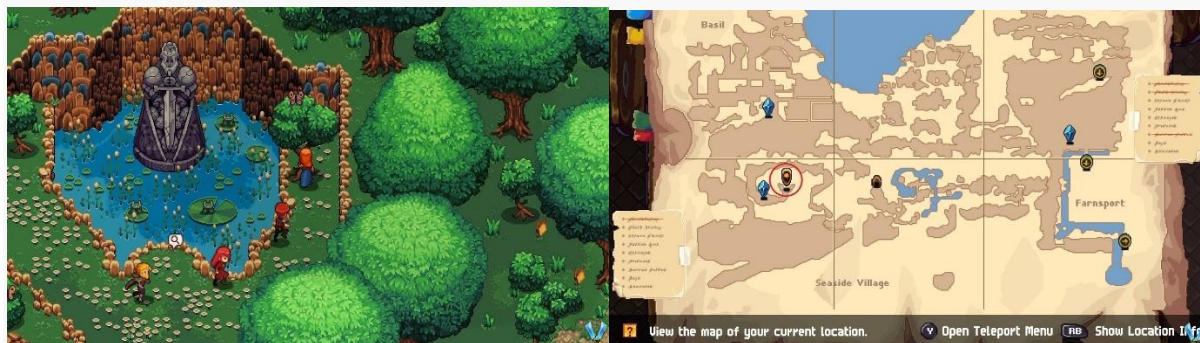




! Find a Class Emblem (1E)

This one is northeast of Seaside Village. To get there is a bit trickier. From the fast travel crystal in Basil head south into the woods then go east when possible. This takes you to a cliff you can jump down. Do so twice until you reach the river.

Swim outside the cave, get out of the river and go up the wall in the next area. Continue going west and up the walls and follow this path until you reach ANOTHER fast travel crystal. Right past it is your statue.



! Find 28 chests (1F)

All the chest locations are in the main guide.

! Complete the quest: A Goblin's Dilemma (2A)

! Defeat 5 Pigear (2D)

! Defeat Leaping the Frog (3A)

I don't know what triggers this, but you may or may not find the unique monster **Leaping the Frog** here next to the part of the river you can hop across just north of Basil.



I ran through here multiple times and he was always on the ledge to the north out of reach. I believe this happens when you reach a certain chain in your Rewards Board. Since he's part of it I'm guessing you need either a certain chain number, or have a certain amount of challenges in Rohlan Fields done. Personally I had all of them complete (at least the ones we can right now) with a chain of 21 (will be 22 once we enter the Temple of Purple Flame) and he down here. I ran here with a chain of like 15-16 and he wasn't so maybe you need 18-20 to have him jump down?

Anyway, this guy is a unique monster and hits much harder than any other enemy around here. Still, it's not really considered a boss fight since it doesn't really have that many attacks. His normal attack hits for around 65 dmg. (around 50 in OD), and Water which hits everyone for around 50 dmg. in OD. Definitely the dangerous attack.

He's weak to earth so Victor is your way to go. However, given that I gave him the Cleric Class Emblem he's now my main healer so I preferred to have him heal instead of attacking. Of course you'll want to do so if he can. Bleed and Poison both work on him so use them to really lower his HP real quick.

---

: Find 5 collectibles (3C)

You need to find 5 collectibles. These are the yellow ball items you find throughout the area. I don't know what constitutes a "collectible" but it's a tool that you can sell. These appear randomly as well so simply run around collecting them until you get this reward.

---

: Defeat 6 Wool Turtles (3D)

---

: Defeat a building (4<sup>a</sup>)

You can find this building north of the fast travel crystal outside Farnsport. North-northwest are a series of windmills. Approach the one without the blades to fight a super easy Mimic.



---

: Step into Rohlan Fields (4B)

---

: Defeat 3 Sloarse (4C)

---

### ! : Defeat Tak the Yak (5A)

You can find him right outside the city.



It's not really a boss fight but the same strat you've used against them still applies to him. He has no weaknesses or strenghts so use Lenne's strongest spell. Sienna should use X-Slash to cause Bleed then sticking to Kesa Giri for massive damage. Don't forget to steal as well. If you gave her the Vampire Class Emblem then she'll be able to self support herself. Just remember that Life Sucker costs TP so don't let it catch you by surprise.

Victor can buff the party (both offensively and defensively) and keep the party healed with Heal All (if he has the Cleric Class Emblem that is). Kylian is great to slow the boss down and to really heal up a single party member if they require it. He doesn't really have that much use in this fight due to the lack of single target moves (unless you learned his only single target skill (which I didn't)).

Glenn as per usual is our power house and support. Having Armor and Arms Break is fantastic to lower defenses and attacks. Cross Slash is just as deadly and you can keep Victor's TP up with Lend Energy. Giving him "Restrain" is also great because he can REALLY lower the OD gauge. And lastly Ba'Thraz and Robb. Robb as per usual I mostly use him to Poison and Paralyze the enemy, to place traps and a bot to lower OD gauge (although it doesn't always work). Ba'Thraz not so good in this fight since he's especially good for multi-target fights (very similar to Kylian).

As for attacks, his normal attack hits for around 40 dmg. to one character while Stomp hits for around 45-60 dmg. to the hole team. Definitely his deadliest attack.

### ! : Find 10 collectibles (5C)

You need to find 10 collectibles. These are the yellow ball items you find throughout the area. I don't know what constitutes a "collectible" but it's a tool that you can sell. These appear randomly as well so simply run around collecting them until you get this reward.

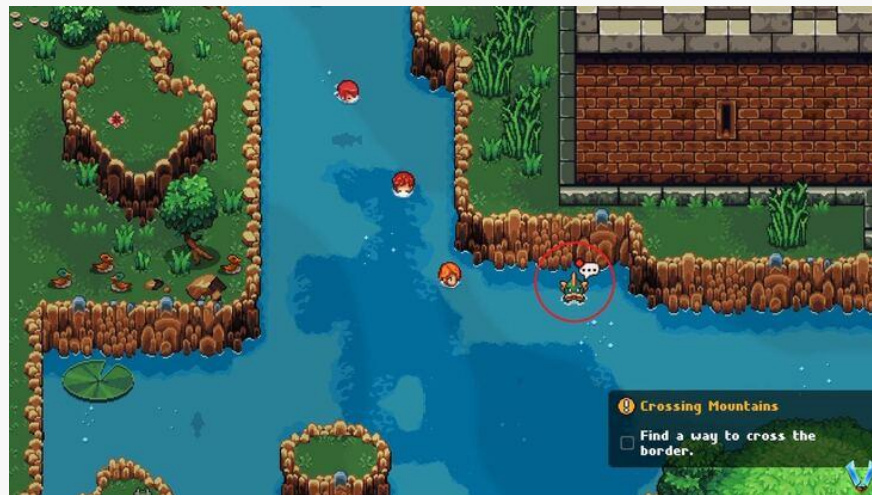
### ! : Kill a Slorse by poison 5D)

Another easy challenge. Enter a fight with any Slorse and fight it until it's HP is low. After you do have Robb poison the enemy and simply pick Defend to let the enemy die with the poison. Easy!



8: Find the Phioran couple (5E)

The first one is in the river just outside Farnsport. Exit via the north of the city and to the east is a mud slide where you can go down into the river. Follow the river to find the Fishman.



The second one is located in the northwestern corner of Seaside Village, on the beach.



**8**: Find 4 buried treasures (6C)

You can find the 4 buried treasures by following the map and images below. Note that the bottom right image shows that the treasure is on the ground, unlike the others that are on rocks or bricks.





## All Farnsport Reward Board Guide



🔔: Complete the quest: Into the Maelstrom (1G)

🔔: Join the Adventurer's Guild (2G)

🔔: Step into Farnsport (3E)

🔔: Find 9 chests (3F)

🔔: Find a Class Emblem (3G)

🔔: Buy 3 Deals (3H)

🔔: Explore most of the map (4F)

🔔: Complete the quest: The Pass to Kortara (5F)



# All Ograne Grottos Reward Board Guide



! Defeat 4 Hana Dolls (5G)

Hana Dolls are found in the southeastern sector of the grottos, an endgame area.

! Find 20 treasure chests (5I)

! Find 3 buried treasures (5J)

You can find the 3 buried treasures by following the map and images below:



 Take a trip by boat (5L)

To access the Eastern Ograne Grottos (endgame area), you must take a boat south. To complete this challenge, you must it once south and once north.

---

 Complete the quest: The Food, the Chap, and the Hungry.(5M)

This quest is available shortly after the start of Act 2.

---

 Find 5 collectibles (6G)

You need to find five different types of collectibles from the Ograne Grottos proper. These are the yellow ball items you find throughout the area.

---

 Step into Ograne Grottos (6H)

You can step into a sub-branch of the Ograne Grottos halfway through Act 1, through the Rohlan Fields. In Act 2, you gain access to Sky Armors and can enter the main grotto from Rohlan Fields. You automatically obtain this reward if you complete the The Gates of Nhysa quest.

---

 Defeat 15 Vampires (6I)

Vampires are bat-like creatures found in the southeastern sector of the grottos, an endgame area.

---

 Find all elemental tablets (6L)

This is an endgame challenge as most of the tablets are in the most unreachable areas of the game. See the Elemental Tablets (or pg.501) section for details.

---

: Find 10 collectibles (7I)

You need to find ten different types of collectibles from the Ograne Grottos proper. These are the yellow ball items you find throughout the area.

---

 Defeat 4 Tadeyes (7J)

Tadeyes are more dangerous than most bosses, having 90,000 HP and 600 ATK. You can complete this as part of finding the Class Emblem of Franforth the Mage Warrior. See below for details.

---

### ! Find a Class Emblem (7K)

The statue that grants access to the emblem's trial is located to the west. To reach it, you must either defeat several Tadeyes, or one Senior Tadeye (a unique monster). The trail itself requires you to defeat four Tadeyes. See the Franforth the Mage Warrior (or pg.367) section for details.

### ! Defeat God King Gaemdriel (7L)

You can only do this after (or slightly before) beating the game. This boss doesn't count as a unique monster.

### ! Find 4 hidden caves (7M)

This is an endgame challenge, because two out of the four hidden caves are in the southeastern grotto.

You can find the 4 hidden caves by following the map and images below:





8 Complete the quest: For the Love of Food (8J)

8 Defeat Bog the Real Gob (8L)



8 Explore most of the area (9J)

For this one you must have all of the map visible by entering all nine section. This is an endgame challenge.



# All Kortara Mountain Range Reward Board Guide



! : Defeat 10 Horn Lizards (6E)

! : Find 3 hidden caves (7B)

You can find the 3 hidden caves by following the map and images below:



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🗡️: Defeat 10 Mountain Bibis (7C)

---

🗡️: Step into Kortara (7E)

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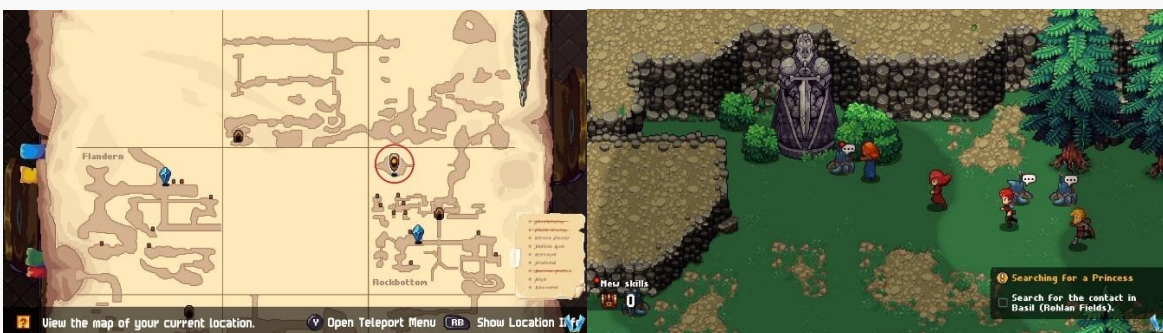
🗡️: Find 6 collectibles (7F)

You need to find 6 collectibles. These are the yellow ball items you find throughout the area. I don't know what constitutes a "collectible" but it's a tool that you can sell. These appear randomly as well so simply run around collecting them until you get this reward.

---

🗡️: Find a Class Emblem (7G)

This one is fairly simple. Head north from Rockbottom and before you leave the area keep an eye on the left side for some trees. You can go in between these trees to find your class emblem statue.



🗡️: Find 5 collectibles (8C)

You need to find 5 collectibles. These are the yellow ball items you find throughout the area. I don't know what constitutes a "collectible" but it's a tool that you can sell. These appear randomly as well so simply run around collecting them until you get this reward.

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🗡️: Defeat 6 Alphotoarns (8D)

---

🗡️: Complete the quest: Two-Winged Angel (8E)

---

🗡️: Win an encounter against Horn Lizards without taking any damage (8G)

This one is better done once you have your Sky Armors. Simply start a fight and kill them in one hit.



8: Defeat Gol D. Waterfly (9D)



8: Complete the quest: No Place for Happy Endings (9B)

8: Win an encounter against Madusaen Vipers without using any skills (9C)

Another super simple challenge. You can easily do it when you get your Sky Armors. You can kill them with one hit.

8: Explore most of the area (9E)

For this one you simply want to have all of the map visible. By simply entering an area will open it up on your map. I'll leave the full map below once I have it.



8: Find 3 buried treasures (10A)

You can find the 3 buried treasures by following the map and images below:



8: Defeat Dwelly of the Valley (10C)



8: Find 42 treasure chests (10E)

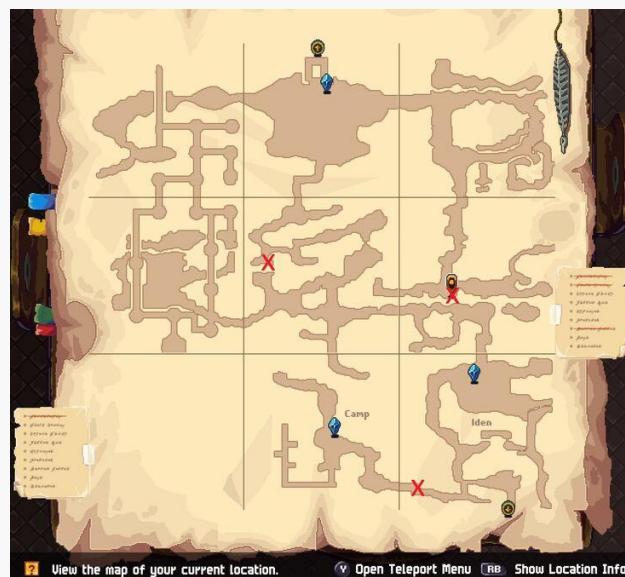
# All Fiorwoods Reward Board Guide



! : Complete the quest: A Will to Live (1H)

! : Find 3 buried treasures (1I)

You can find the 3 buried treasures by following the map and images below:





8: Explore most of the area (1L)

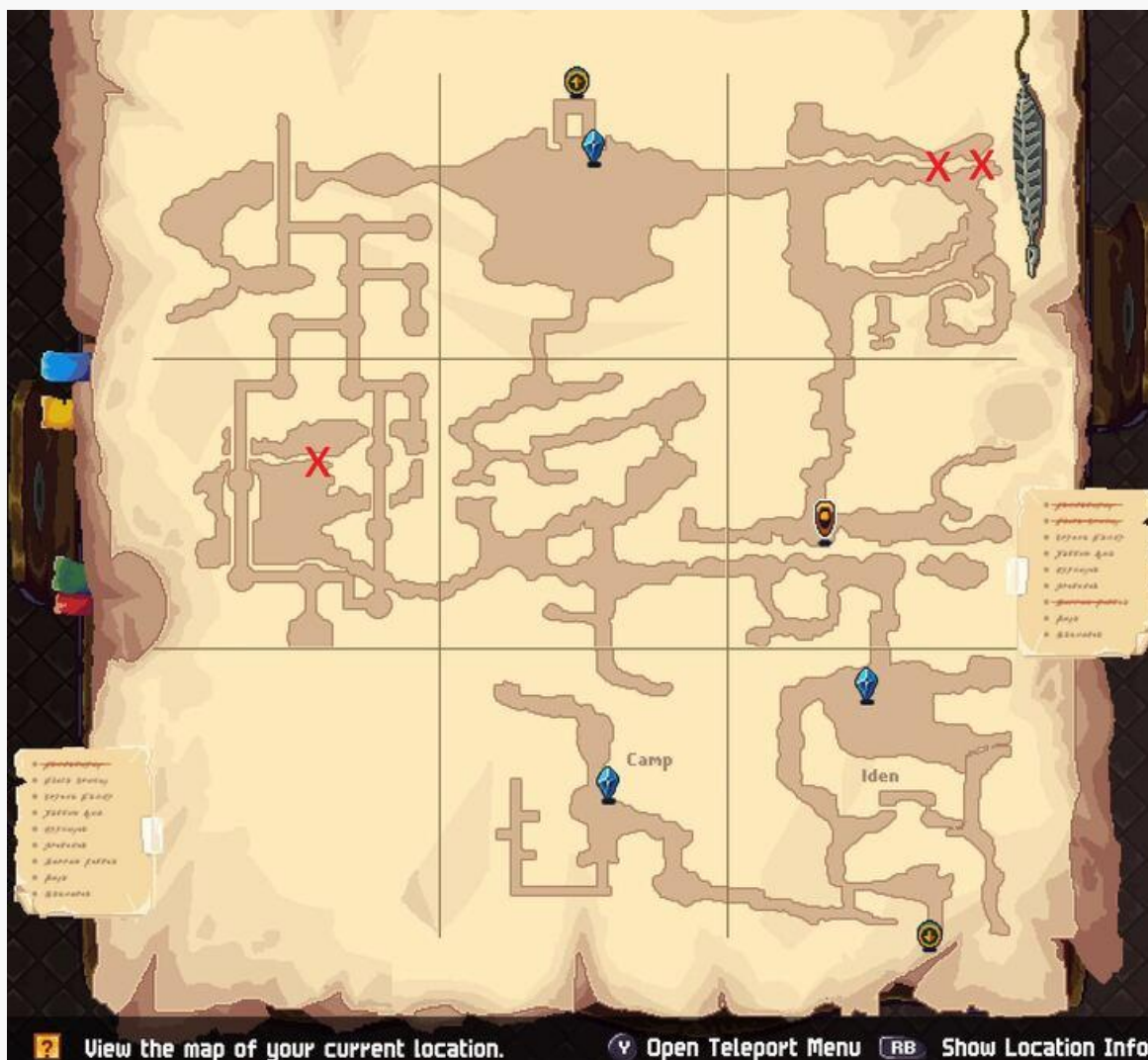
For this one you simply want to have all of the map visible. By simply entering an area will open it up on your map. I'll leave the full map below.



8: Defeat 4 Forest Wyrms (1M)

8: Find 3 hidden caves (1N)

You can find the 3 hidden caves by following the map and images below:



9: Defeat Vins without going into Overdrive (2I)

This one isn't so bad but can be an absolute nightmare if you try to do it as soon as you enter the Fiorwoods. It is recommended you come back later once you get some really good upgrades. The basic idea is to NEVER go into OD, the green part of the gauge. For this you only want 1 character attacking while the other 3 defend. This is because defending lowers the gauge so you want to keep it down.

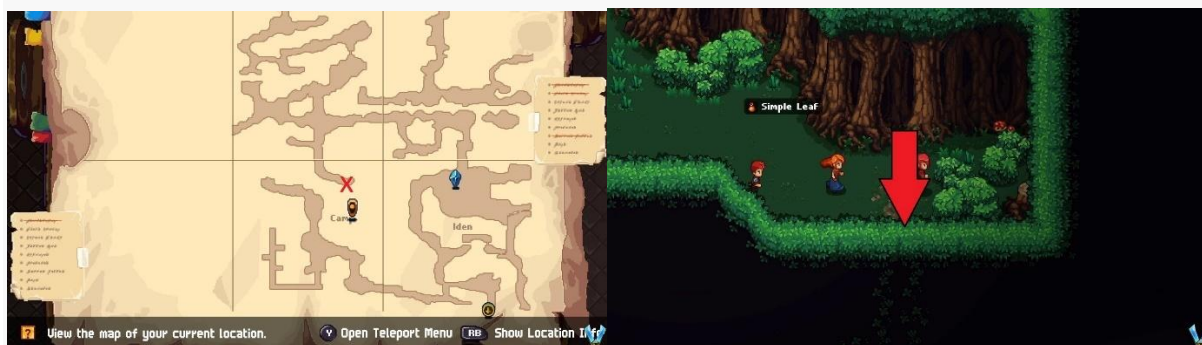
**8**: Defeat a Gazer while switching every turn (2L)

This one is pretty simple. For a long time we only have 7 characters. Remove your fourth character so you enter the fight with 3 pairs. Every turn switch your character and deal with the enemy. That's it. Sounds tougher than it really is.

**8**: Defeat 8 Vins (3I)

**8**: Find a Class Emblem (3J)

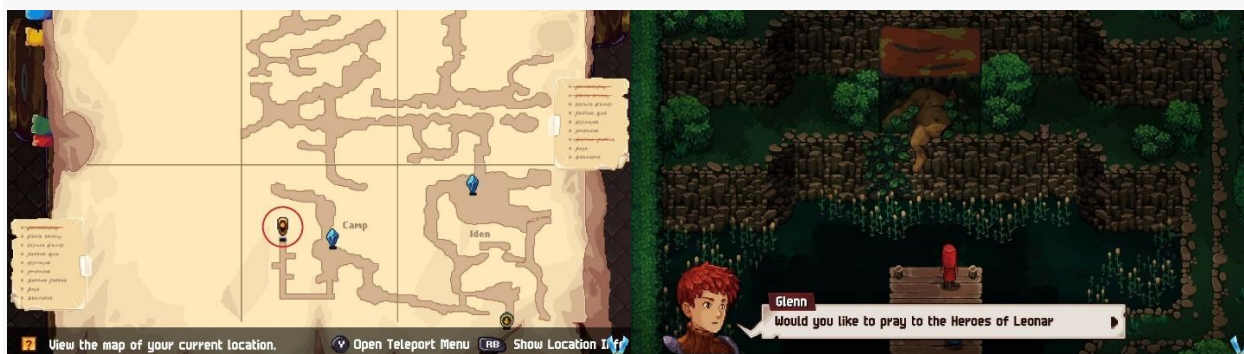
Start by going to the area marked on the map below to find a hidden passage.



Go through to find a little hidden area with a chest that has **Shielded Mail** inside, a very nice upgrade for Glenn or Kylian. That's not it though, continue through this hidden path amongst the trees (going east) and when you'll exit you'll kind of recognize where we are. Remember that place near the entrance of the forest where the soldier wouldn't let us pass? Yeah, we're right behind him!

Follow the path to reach the Camp. There's a **fast travel crystal** here that you'll unlock automatically. Neat. You can go north first if you want to see that the path is blocked. The NPC here will tell us that it'll take him a while to clean up a path. Hmm, I guess we'll have to come back later... much later.

For now head south and follow the pier until you reach the end... a **Class Emblem Statue**. Awesome! It looks nothing like the other ones we've found though haha.



Here we're tested and we need to fight 3 Vins and a Gazer, the same that we fought in the mines during Victor's scenario. Overall not a hard fight. Focus on dealing with the Vins to thin out their numbers. Have Victor buff you and keep you healed while Glenn debuffs them and lower their attack. Using your Ultra Move with Glenn is best here to both do damage and lower all of their stats.



! : Find 5 collectibles (3K)

You need to find 5 collectibles. These are the yellow ball items you find throughout the area. I don't know what constitutes a "collectible" but it's a tool that you can sell. These appear randomly as well so simply run around collecting them until you get this reward.

! : Step into Fiorwoods (3L)

! : Defeat 6 Alpha Wolves (3M)

! : Find 10 collectible (3N)

You need to find 10 collectibles. These are the yellow ball items you find throughout the area. I don't know what constitutes a "collectible" but it's a tool that you can sell. These appear randomly as well so simply run around collecting them until you get this reward.

! : Defeat Ekskalibur (4J)



! : Find 38 treasure chests (4L)

# All City of Rain Tormund Reward Board Guide



! : Find 9 treasure chests (4N)

! : Explore most of the area (5N)

For this one you simply want to have all of the map visible. By simply entering an area will open it up on your map. I'll leave the full map below.

! : Defeat all Unique Monsters (5P)

This one is actually ALL of the Unique Monsters in the game. This one will be one of the last ones you'll get.

🔔: Get 3 Herbal Collars (5Q)

This one is throughout the entire game. Simply get 3 of these accessories (they prevent Poison) and you'll get this. Following the main walkthrough will get you them from chests, but a rough estimate:

1. From a buried treasure in Kortara Mountain Range.
2. In Tormund. From the underground go out exit #3 to find a chest with it inside.
3. In Perpetua Flower Fields, go north from the first fast travel crystal and in the next area go west until you reach a chest with it inside.



🔔: Step into Tormund (6N)

🔔: Paralyze the same enemy 4 times within a battle anywhere (6O)

Just like it says, you need to paralyze the same enemy over and over. Note that for this you have to paralyze, wait for the enemy to not be paralyzed so you can paralyze it once more. Use Robb for this one!

🔔: Complete the quest: Falfalaran Sings the Fairy (6P)

🔔: Obtain 4 Class Emblems anywhere (7N)

For this one is for all Class Emblems. There are several in the game so grab any 4 to get this one.



# All Flower Fields of Perpetua Reward Board Guide



!: Defeat 6 King Owls (1P)

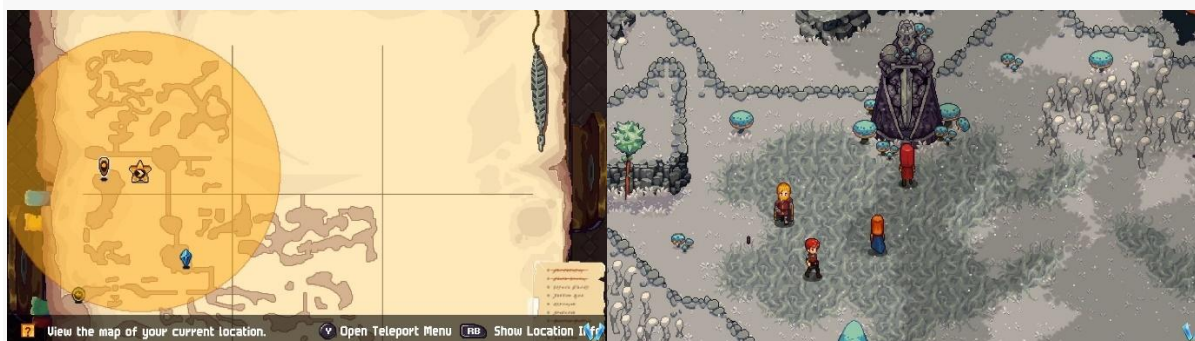
!: Find a Class Emblem (1Q)

From the first fast travel crystal, head north from here and halfway across the wooden bridge you'll see a mushroom path going west.



Follow this path until you reach land with a **crystal source**. From here go south following the edge of the island and go up the wall when possible. Up here grab the **crystal source** to the southwest then go northwest. Jump across the gaps when you reach them and up ahead we'll have the nastiest enemy in this place, the **Scorpion**. These guys LOVE to poison you so try to heal that. They are the reason why I recommend you equip the Herbal Collars/Poison Resistance. They also hit pretty hard when you're not in OD (or your Overheating) so be extremely careful.

After the fight head north into the next area where you'll find the **Class Emblem Statue**.



! : Find 33 treasure chests (1S)

! : Defeat Da Capo (1T)

You can find this guy right outside a little cave. On the southwestern area of this region, there's a cave in the northeastern corner with this guy outside.



! : Win an encounter against a Scorpion with only 8 actions (2P)

This is a challenge best done when you get upgrades. When you get your airship and you can travel around, you should be strong enough to kill them in just a couple turns.

! : Explore most of the área (2S)

For this one you simply want to have all of the map visible. By simply entering an area will open it up on your map.

👤: Step into Perpetua (3O)

---

👤: Defeat 8 Scorpion (3P)

---

👤: Defeat 5 Sporeman (3Q)

---

👤: Find 5 collectibles (3R)

You need to find 5 collectibles. These are the yellow ball items you find throughout the area. I don't know what constitutes a "collectible" but it's a tool that you can sell. These appear randomly as well so simply run around collecting them until you get this reward.

---

👤: Win an encounter with an all-girls team (3S)

For this one, you must win any fight with an all-girls party, with no male members in the formation. I did this with a team of three, consisting of Lenne, Sienna, and Amalia.

---

👤: Find 10 collectibles (3T)

You need to find 10 collectibles. These are the yellow ball items you find throughout the area. I don't know what constitutes a "collectible" but it's a tool that you can sell. These appear randomly as well so simply run around collecting them until you get this reward.

---

👤: Win an encounter without allowing the enemies to take more than 4 actions (4R)

You can do this in Act 2, when you have access to Sky Armors. You can win the fight without giving the enemy any turns.

---



8: Find 3 hidden caves (4T)

You can find the 3 hidden caves by following the map and images below:



8: Win an encounter without using any healing skills (5R)

Pretty much what it says, finish the fight without healing. This is one of the easiest ones here.

8: Find 3 buried treasures (5T)

You can find the 3 buried treasures by following the map and images below:



8: Find the hidden stone tablets (6T)

# All Arkant Archipelago Reward Board Guide



## ! Find a Secret Place (7P)

The place in question is anything but secret. It's the Phioran village of L'yehr. You can find its door on the southern island of the southeastern sector. However, Phiorans initially won't let you enter unless you reach Clan Rank 4!

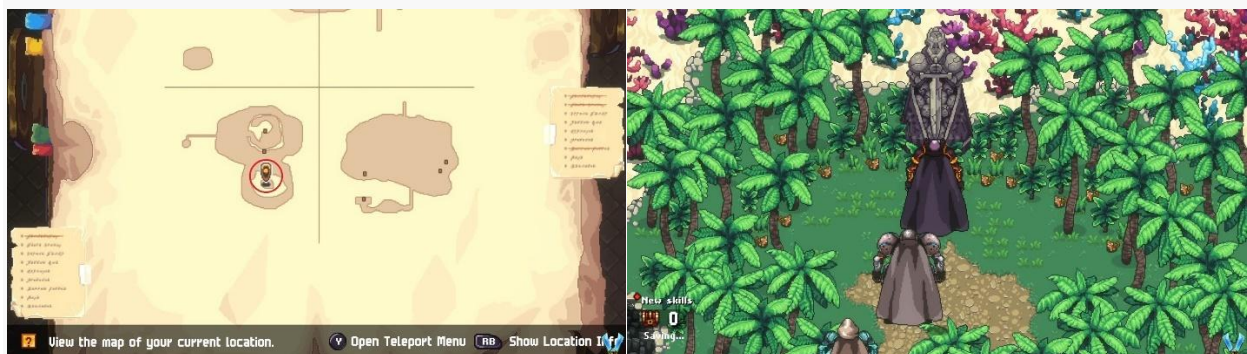
Alternatively, you can enter via the whirlpool in the water in the southwestern corner of Arkant. To that, however, you must reach Nhysa, find the Elevator Key, return to Ramias Tower, reach the northeastern part of the Ograne Grottos, and buy an item called Diving Bell.

Both methods of entry are unavailable until late game.

The village has well-hidden treasures, though. It has secret passages to secret caves. Those secret caves have secret passages to more secret caves.

## ! Find a Class Emblem (8N)

You can find the statue of Leanna the Summoner on the southern side of the island, on the southwestern corner of the region. You can reach there via Sky Armor after destroying the 4 AA cannons. For more details, see: World Exploration (or pg.224)



### 8 Defeat 5 Purple Whales (80)

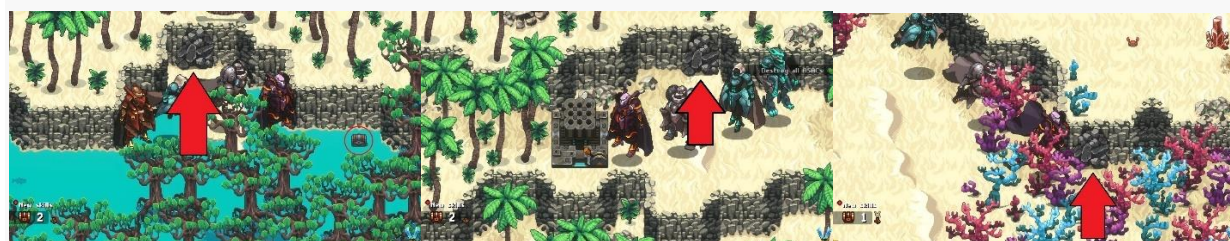
You can find them on water. Fight them using Sky Armors.

### 8 Find 5 collectibles (8P)

You need to find five different types of collectibles in Arkant. These are the yellow balls you find throughout the area.

### 8 Find 3 hidden caves (9L)

You can find the 3 hidden caves by following the map and images below:





! Defeat 1 Adamant Crab (9N)

This is the monster you fight during the Class Emblem challenge.

Win an encounter on foot without anyone wearing any body armor (9P)

For this one, you must remove armor from all party members. The only enemies you can realistically fight in this state are either Adamant Crabs or **Otter Nobunaga**. This challenge is meant to help you find the latter

! Defeat 14 Sea Monks (10K)

You can find them in the northeastern or southwestern sectors. Fight them in Sky Armor.

! Find 2 buried treasures (10L)

You can find the 2 buried treasures by following the map and images below:



! Step into Arkant (10M)

Obtained automatically.

### 8 Find 10 collectibles (10N)

You need to find five different types of collectibles in Arkant. These are the yellow balls you find throughout the area.

---

### 8 Survive 2 actions by Sea Monks on foot (10P)

On the southwestern area you can find some Sea Monks on the eastern side of the island. You cannot win a fight against them on foot because they will likely kill each party member with one strike. You must escape immediately after the second Sea Monk gets a turn.

Because you fight a pack of four Sea Monks, they can potentially kill the entire party if all four get a turn in succession. To counter that, you can do the following:

- Bring party members that the Silver Lining skill learned and equipped (Ba'Thraz, Tomke, Amalia, Magnolia). This skill negates a death blow when HP is full. Because Sea Monks don't have a mult-target attack, they cannot annihilate the entire party in four turns.
  - Bring Eglyl with the Iron Will skill learned. It can negate one death blow for him, although Eglyl must get a turn.
- 

### 8 Defeat Sea Monks without switching gear in Sky Armors (11N)

Pretty self explanatory. Simply fight and win the fight while you stay in Gear 1 the whole time. You'll overheat but there's nothing you can do. Recommended to either lower the difficulty OR come back once you get upgrades for your SAs chassis.

---

### 8 Destroy all ASACs (110)

For details, see: World Exploration (or pg.223)

---

8 Explore most of the area (11P)

Enter each of the four areas of Arkant to unlock its map. The entire map of Arkant should look like this:



8 Find 11 chests (12M)

This could take time and some diligence, but is easier than disabling all ASACs.



8 Defeat Otter Nobunaga (12N)

1. Remove all armor from your party.
2. Teleport to the crystal in Arkant.
3. Enter the northeastern region to find Otter Nobunaga.
4. Summon Sky Armors.
5. Defeat Otter Nobunaga.

You can repeat this as many times needed to obtain the Otter Nose loot.



# All New Wyrnshire Reward Board Guide



🔔: Explore most of the area (10J)

For this one you simply want to have all of the map visible. By simply entering an area will open it up on your map. There are only 2 sections so it's impossible to miss.

🔔: Find 11 chests (11J)

🔔: Complete the quest: A Little Vacation (11L)

🔔: Obtain 8 Class Emblems anywhere (12I)

Check the page below for all the info you need on this one:

- [Class Emblems](#) (or pg.455)

🔔: Step into Wyrnshire (12J)

🔔: Reach lv.2 with your clan (12K)

You get this by having people join the clan. Check the page below for all the people you can recruit:

- [Clan Members](#) (or pg.465)

🔔: Reach lv.3 with your clan (12L)

You get this by having people join the clan. Check the page below for all the people you can recruit:

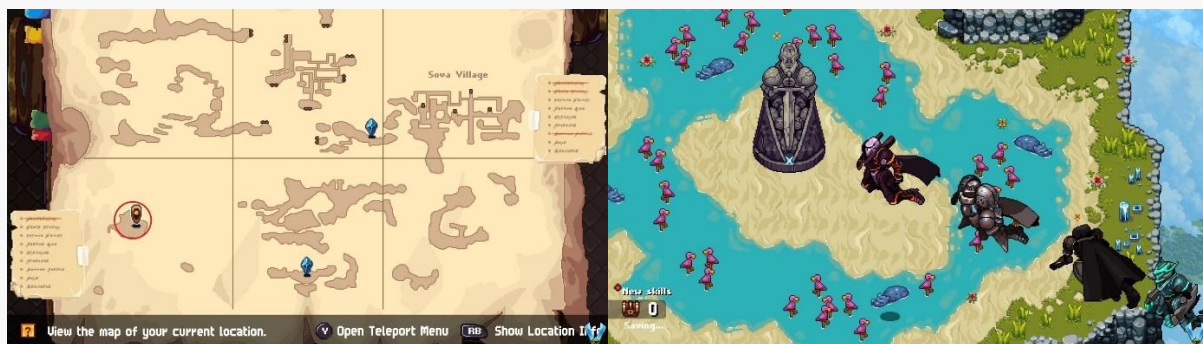
- [Clan Members](#) (or pg.465)

# All Flying Continent Shambala Reward Board Guide



!: Find a Class Emblem (6R)

Once you disable the cannons and gain access to flying in the area, head to the large island on the southwestern corner of the Shambala area to find this statue!



!: Defeat 7 Toucibri (7R)





! : Find 3 hidden caves (7S)

You can find the 3 hidden caves by following the map and images below:



! : Step into Shambala (7T)

👤: Defeat 10 Sky Monkeys (8Q)

! : Find 5 collectibles (8R)



You need to find 5 collectibles. These are the yellow ball items you find throughout the area. I don't know what constitutes a "collectible" but it's a tool that you can sell. These appear randomly as well so simply run around collecting them until you get this reward.

---

!: Defeat a group of at least 5 Sky Monkeys with Egl and Robb alone (8T)

---

!: Buy at least 3 pieces of equipment from the Merchant in Shambala (9R)

Pretty self explanatory. From the merchant on the central island in the middle of the area buy any 3 pieces of armor to get this. Recommended to do after you defeat the Unique Monster that requires 100k arc so you don't just waste your money.

---

!: Win an encounter against Ancient Turtles without using magic skills (9S)

Pretty easy, although it makes the fight take longer. I suggest you come back once you have some upgrades so you have an easier time.

---

!: Defeat Aurora the Dragon (9T)



!: Defeat 5 Ancient Turtles (10T)

---

!: Find 20 chests (11Q)

---

!: Find 10 collectibles (11R)

You need to find 10 collectibles. These are the yellow ball items you find throughout the area. I don't know what constitutes a "collectible" but it's a tool that you can sell. These appear randomly as well so simply run around collecting them until you get this reward.

!: Explore most of the area (11S)

For this one you simply want to have all of the map visible. By simply entering an area will open it up on your map. I'll leave the full map below.





! : Find 3 buried treasures (11T)

You can find the 3 buried treasures by following the map and images below:



! : Complete the quest: A Hammer Beating in the Sky (12T)

# All Magic Academy Nhysa Reward Board Guide



! : Complete the quest: The Gates of Nhysa (9G)

! : Survive 5 actions by Earthworms on foot (10D)

This is a tough one! We need to survive 5 attacks from the Earthworms. There's a couple of ways to do this. You can have a party of Thraz, Amalia, Tomke and Magnolia and equip them with Silver Lining. This lets them survive an attack that would normally kill them. That is if their HP is full, so of course you'll want that. This is especially true if they use AOE's on you. After one of their AOE's you'll want to fully heal up in case they use another one. Note that it's 5 attacks from the earthworms not 5 turns so you HAVE to be able to withstand their attacks.

Another way is to use Egl and Raphael, your thanks, and use their skills to withstand the attack. You can also bring Amalia for her healing and reraise.



8: Find 3 hidden caves (10F)

You can find the 3 hidden caves by following the map and images below:



8: Find 10 collectibles (10G)

You need to find 10 collectibles. These are the yellow ball items you find throughout the area. I don't know what constitutes a "collectible" but it's a tool that you can sell. These appear randomly as well so simply run around collecting them until you get this reward.

8: Defeat 6 Earthworms (10H)

8: Defeat 8 Two Headed Wyverns (10I)

8: Explore most of the área (11D)

For this one you simply want to have all of the map visible. By simply entering an area will open it up on your map.



8: Find 39 chests (11G)

8: Defeat 6 Blemmyae (12D)

8: Find 5 collectibles (12E)

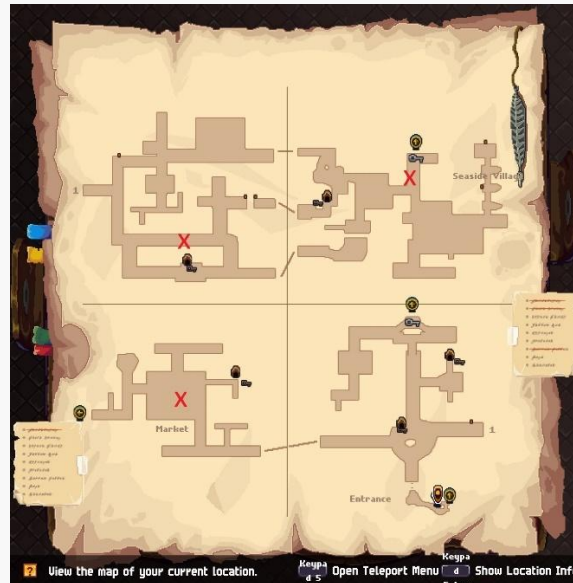
You need to find 5 collectibles. These are the yellow ball items you find throughout the area. I don't know what constitutes a "collectible" but it's a tool that you can sell. These appear randomly as well so simply run around collecting them until you get this reward.

8: Defeat 20 Purple Pigear (12F)

8: Step into Nhysa (12G)

8: Find 3 buried treasures (12H)

You can find the 3 buried treasures by following the map and images below:



# All Class Emblems Locations & Skills Guide

## Statues

### Mariane the Cleric

Inside the sewers in Farnsport. This one is part of the story and impossible to miss.



### Madhim the Warrior

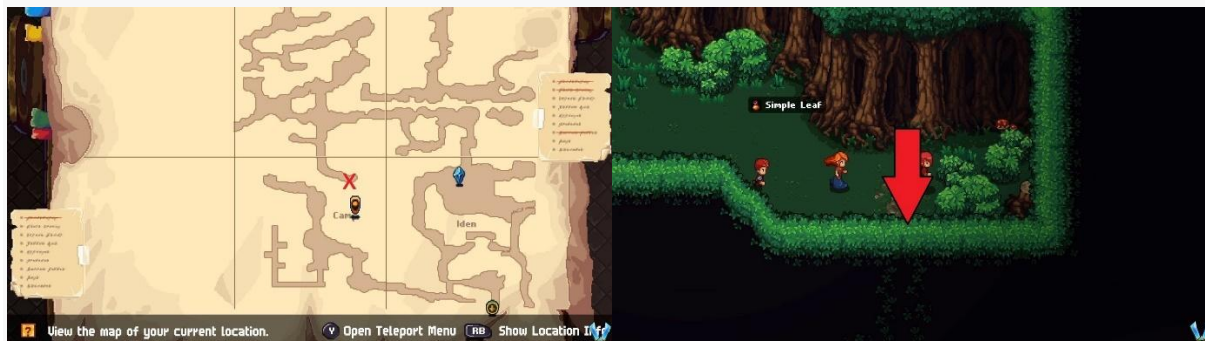
This one is northeast of Seaside Village. To get there is a bit trickier. From the fast travel crystal in Basil head south into the woods then go east when possible. This takes you to a cliff you can jump down. Do so twice until you reach the river.

Swim outside the cave, get out of the river and go up the wall in the next area. Continue going west and up the walls and follow this path until you reach ANOTHER fast travel crystal. Right past it is your statue.



## Cardilo the Vampire

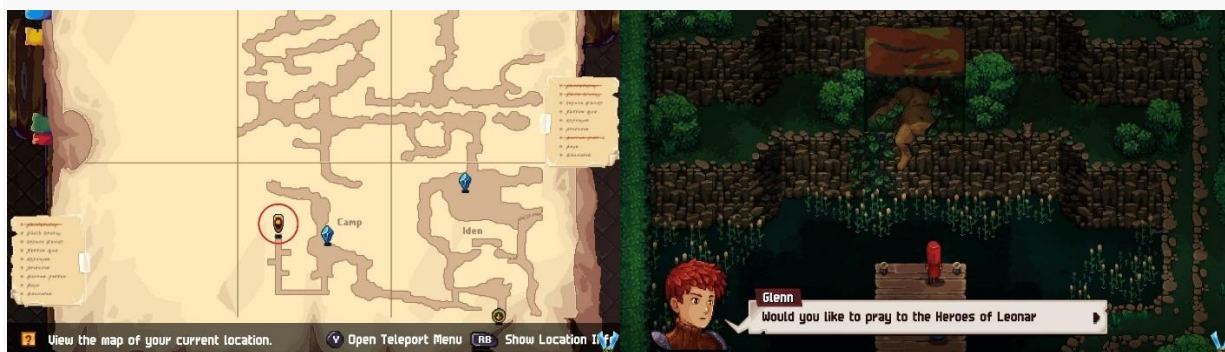
You can find this statue in the Fiorwoods. Start by going to the area marked on the map below to find a hidden passage.



Go through to find a little hidden area with a chest that has **Shielded Mail** inside, a very nice upgrade for Glenn or Kylian. That's not it though, continue through this hidden path amongst the trees (going east) and when you'll exit you'll kind of recognize where we are. Remember that place near the entrance of the forest where the soldier wouldn't let us pass? Yeah, we're right behind him!

Follow the path to reach the Camp. There's a **fast travel crystal** here that you'll unlock automatically. Neat. You can go north first if you want to see that the path is blocked. The NPC here will tell us that it'll take him a while to clean up a path. Hmm, I guess we'll have to come back later... much later.

For now head south and follow the pier until you reach the end... a **Class Emblem Statue**. Awesome! It looks nothing like the other ones we've found though haha.



Here we're tested and we need to fight 3 Vins and a Gazer, the same that we fought in the mines during Victor's scenario. Overall not a hard fight. Focus on dealing with the Vins to thin out their numbers. Have Victor buff you and keep you healed while Glenn debuffs them and lower their attack. Using your Ultra Move with Glenn is best here to both do damage and lower all of their stats.



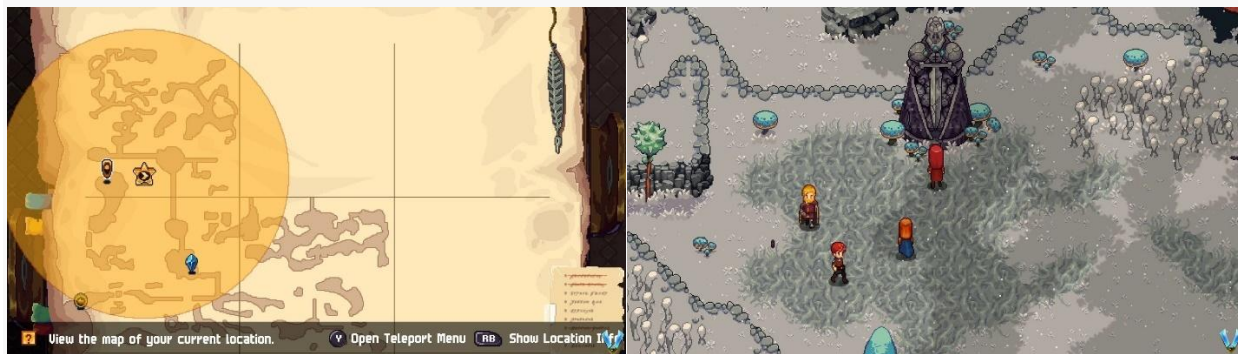
## Renia the Shaman

You can find this statue in Perpetua Flower Fields. From the first fast travel crystal, head north and halfway across the wooden bridge you'll see a mushroom path going west.



Follow this path until you reach land with a **crystal source**. From here go south following the edge of the island and go up the wall when possible. Up here grab the **crystal source** to the southwest then go northwest. Jump across the gaps when you reach them and up ahead we'll have the nastiest enemy in this place, the **Scorpion**. These guys LOVE to poison you so try to heal that. They are the reason why I recommend you equip the Herbal Collars/Poison Resistance. They also hit pretty hard when you're not in OD (or your Overheating) so be extremely careful.

After the fight head north into the next area where you'll find a **Class Emblem Statue**. Of course, to get it we'll need to prove ourselves.



For this fight we have a pair of Scorpions and a pair of King Owls. I uh... hate this fight. First off, the Scorpions poison. I hope you heeded my recommendation or equipping the Herbal Collars. At this point you should have 2 at least (at least I did) which will help out big time. Their attacks also hit hard

but the Poison is their worst thing. The King Owls on the other hand, they can use a fire attack that hits all the party. This one can ABSOLUTELY wreck you, especially if you're poisoned.

For this fight I suggest you focus on killing the Owls first. I left them for last and I barely made it. Focus on ONE target at a time. You have to lower the number of enemies ASAP. Using Glenn's Ultra Move to lower their attack and defenses is great and you should definitely do it. Also, something to keep in mind is your OD gauge. Don't let it go past the halfway mark because if they get 4 turns in a row you'll go into Overheat, increasing damage taken and TP cost. Never a nice thing.

## Olivian the Monk

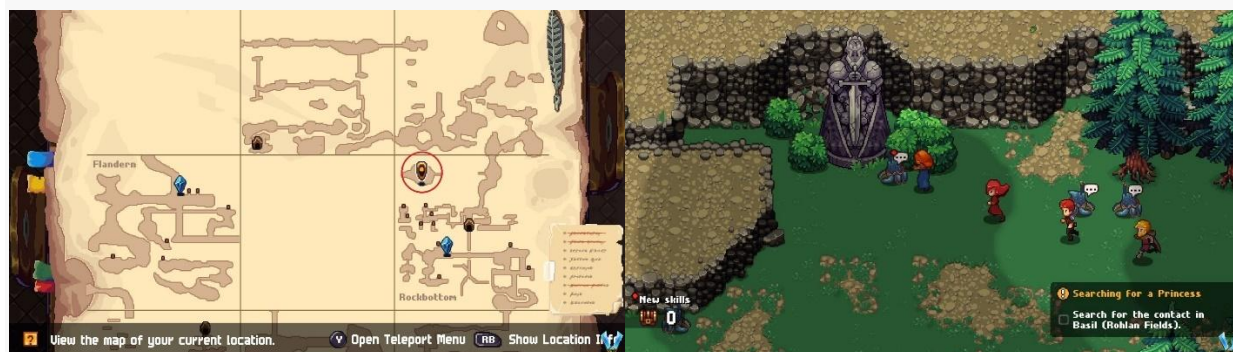
You can find Olivian the Monk in Kindreld Monastery. Simply head to the top of the building. From the main room where there are 2 staircases and a door in between them, head up the stairs to reach an outside area, then go up another staircase to reach the statue.



This fight is, honestly, MUCH easier than the one against the Scorpions so if you had an easy time in that fight then you're in luck here. We're up against a pair of Seahorse Knights then a Red and White Wine Djinns. Take out the Djins first as their magic can be very dangerous under the right circumstances. Focus on one and the fight will be incredibly easier once one of them is dead. Afterwards, the Seahorse Knights are all that's left and they're pretty easy on their own.

## Hera the Bandit

You can find Hera the Bandit in Kortara Mountain Range right outside Rockbottom. Exit the town via the northern exit and right before the exit to the next area look west to find a passage amongst the trees. Go through it to find Crab Town haha. You can find the Class Statue there.

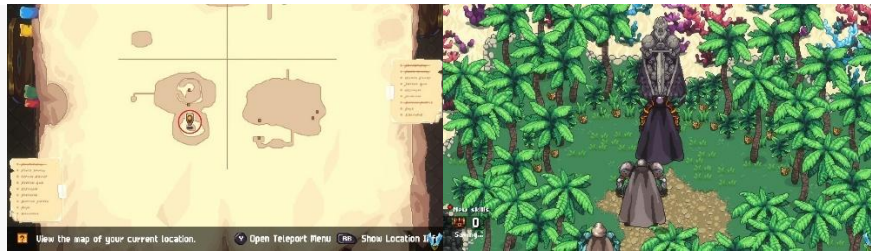




## Leanna the Summoner

You can find Leanna the Summoner in Arkant Archipelago. It's on top of the southern side of the island on the southwestern corner of the region. You'll need the ability to fly with your SA, which you get after destroying the 4 cannons. Click the link below where I go in detail on their locations and the entire map.

- [World Exploration](#) (or pg.223)



## Carlyn the Chemist

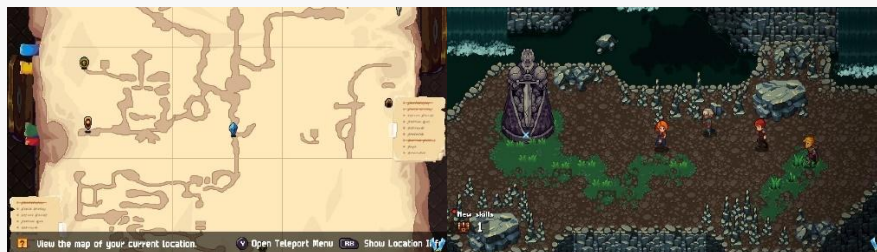
You can find Carlyn the Chemist in Shambala. Once you disable the cannons and gain access to flying in the area, head to the large island on the southwestern corner of the Shambala area to find this statue!



## Franforth the Mage Warrior

You can find Franforth the Mage Warrior in Ograne Grottos. You also need to complete the sidequest A Goblin's Dilemma in order to get this class emblem.

So pretty much you want to go to the Goblin Village and purchase some Incocybin Berries (5 are needed) from the merchant here. Once you do fast travel to the central crystal and go west. There's a Tadeye here blocking your way but you can kill it with an Incocybin Berry. Once you do simply head west all the way until you spot the statue.

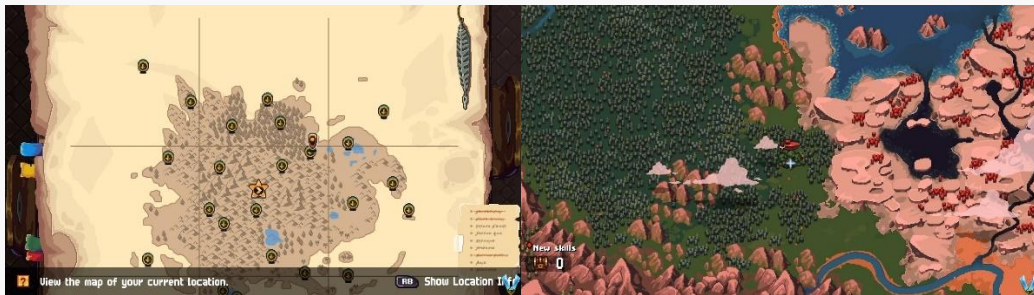




## Methosilis the Rune Knight

Franforth the Mage Warrior is one of the 3 Class Emblems we find in a Leonar Challenge. These are unlocked by going to the church in the southeastern area of Perpetua and going inside and reading the stone slabs. You'll need the key that we get during the main quest "Ruins Under a Tree" in Act 3.

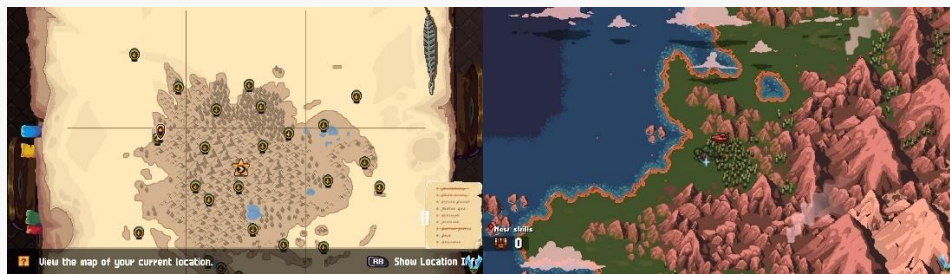
This one is located just west of Perpetua on the world map.



## Trangil the Gambler

Trangil the Gambler is one of the 3 Class Emblems we find in a Leonar Challenge. These are unlocked by going to the church in the southeastern area of Perpetua and going inside and reading the stone slabs. You'll need the key that we get during the main quest "Ruins Under a Tree" in Act 3.

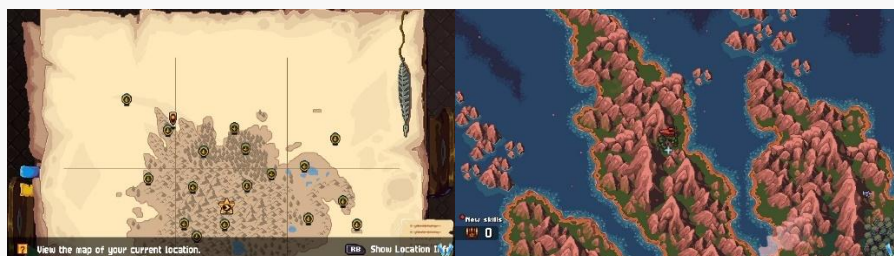
This one is located on the western side of the island.



## Living Flame the Pyromancer

Living Flame the Pyromancer is one of the 3 Class Emblems we find in a Leonar Challenge. These are unlocked by going to the church in the southeastern area of Perpetua and going inside and reading the stone slabs. You'll need the key that we get during the main quest "Ruins Under a Tree" in Act 3.

This one is located in the northwestern corner of the island, directly west of Tormund.



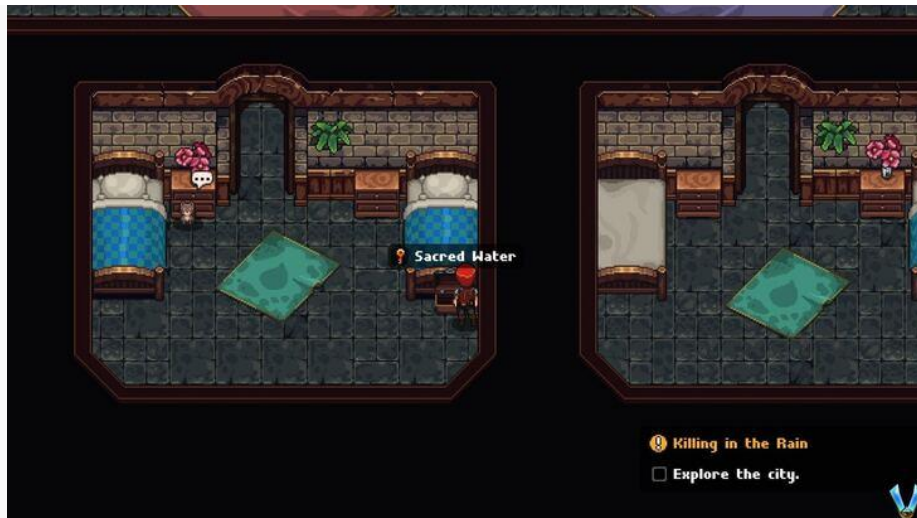
# Sacred Water

**NOTE:** I won't be writing here the Sacred Waters you get from the Rewards Board. I will only list those you can find out in the open.

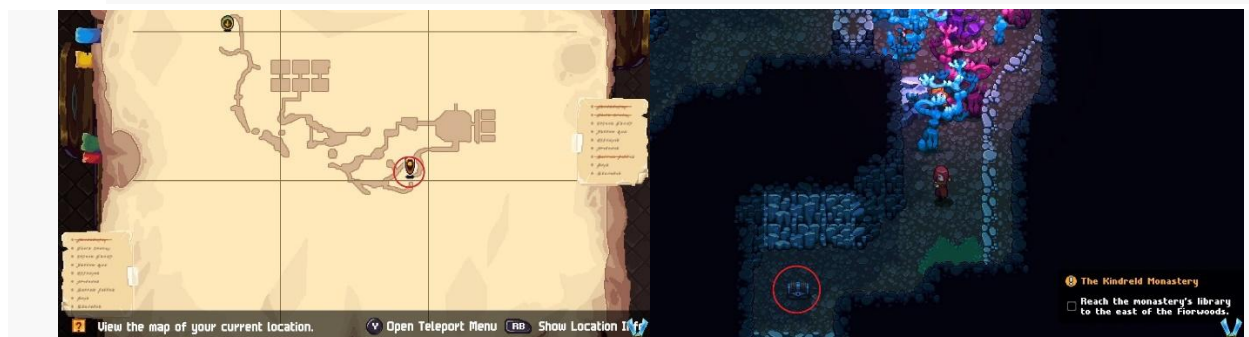
- #1 - You steal it from the house with the man cooking food during the segment with Sienna before going into the castle. You need to put some Laxatives into the man's food so you can get it. More info on that in the page linked below. Simply look under the objective **Look for things to steal.**

- [Festivities](#) (pg.93)

- #2 - Inside the inn in Tormund, check the room on the second floor for a chest with it.



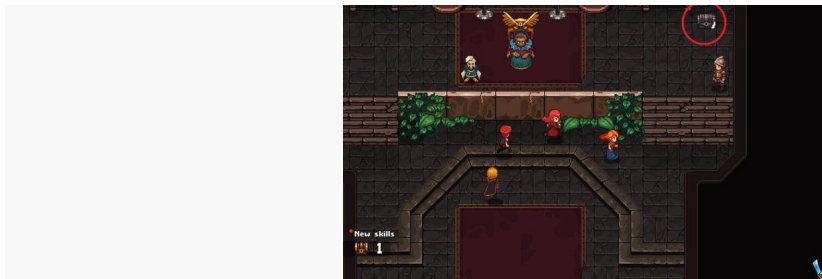
- #3 - In the Leviathan's Trench tunnels. From the large open area on the eastern side of the region go south then south again through the colorful coral to find a chest that has it inside.



#4 - We can find this one in The Hooge. You get access to this place as part of the sidequest The Food, the Chap, and the Hungry. Anyway, head to the top of the oil rig and you'll see a platform on the right side moving. Ride it right, jump down 3 walls and open the chest on the right for your water.



- #5 - In the throne room in the castle at New Wyrnshire.

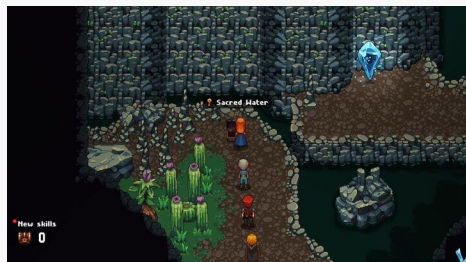


- #6 - On the eastern side of Perpetua Flower Fields, land on the area in the middle where the red tree is and climb down the ladder to find a chest with it inside.



- #7 - in Ograne Grottos. You also need to complete the sidequest A Goblin's Dilemma in order to get to him.

So pretty much you want to go to the Goblin Village and purchase some Incocybin Berries (2 are needed) from the merchant here. Once you do fast travel to the central crystal and go west. There's a Tadeye here blocking your way but you can kill it with an Incocybin Berry. Once you do simply head west across 2 bridges then head north to find another Tadeye. Kill it and go north to find a chest with it inside.





## Cleric

HP: C (10%), TP: B (10%), Mag: C (10%), Mnd: S (50%)

| Name               | Active/<br>Passive | Effect                                                                    | TP cost  |
|--------------------|--------------------|---------------------------------------------------------------------------|----------|
| Awaken Spirit      | active             | Revives a character with 10/15/20% of their max HP (one).                 | 35/35/25 |
| Heal All           | active             | Restore HP with a potency of 0.3/0.3/0.4 (all).                           | 45/35/35 |
| MND Up             | passive            | Raises MND by 10/20/30%.                                                  |          |
| Silence Resistance | passive            | Enemies take 1/2/3 turns longer to apply this ailment for the first time. |          |

## Warrior

HP: B (20%), TP: C (5%), Mnd: C (10%), Crit: C (2% (additive)), Def: B (20%), Atk: B (20%)

| Name           | Active/<br>Passive | Effect                                               | TP cost  |
|----------------|--------------------|------------------------------------------------------|----------|
| Power Pierce   | active             | A physical attack dealing 1.8/2.2/2.2x damage (one). | 35/35/25 |
| Power Swing    | active             | A physical attack dealing 0.8/1/1x damage (all).     | 45/45/35 |
| ATK Up         | passive            | Raises ATK by 10/20/30%.                             |          |
| Defend Gain HP | passive            | Gain HP with a potency of 5/10/15 when defending.    |          |

## Vampire

HP: A (30%), TP: A (15%)

| Name          | Active/<br>Passive | Effect                                                 | TP cost  |
|---------------|--------------------|--------------------------------------------------------|----------|
| Ether Sucker  | active             | Restores 60/70/80 TP (self).                           | 10       |
| Life Sucker   | active             | Restores HP with a potency of 1.3/1.5/1.5 (self).      | 30/30/20 |
| Undead Killer | passive            | Deals 10/15/20% more damage against this monster type. |          |
| HP Sacrifice  | passive            | Loses 5% HP but attacks get stronger by 5/10/15%.      |          |

## Shaman

TP: A (15%), Mag: A (30%), Mnd: B (20%)

| Name       | Active/<br>Passive | Effect                                                    | TP cost  |
|------------|--------------------|-----------------------------------------------------------|----------|
| Aqua       | active             | A magical water attack dealing 1.5/1.7/1.9x damage (one). | 40/35/35 |
| Terra      | active             | A magical earth attack dealing 1.5/1.7/1.9x damage (one). | 40/35/35 |
| MAG Up     | passive            | Raises MAG by 10/20/30%.                                  |          |
| TP Gain UP | passive            | Raises TP gain trough normal attacks by 5/7/10.           |          |

## Summoner

TP: S (20%), Mag: B (20%), Mnd: C (10%)

| Name               | Active/<br>Passive | Effect                                                                            | TP cost  |
|--------------------|--------------------|-----------------------------------------------------------------------------------|----------|
| Firestorm Spirit   | active             | Summons Spirit which deals fire or wind magical damage dealing 1x damage (one).   | 50/40/30 |
| Earthstream Spirit | active             | Summons Spirit which deals earth or water magical damage dealing 1x damage (one). | 50/40/30 |
| TP Up              | passive            | Raises TP by 10/20/30%.                                                           |          |
| Ether Killer       | passive            | Deals 10/15/20% more damage against this monster type.                            |          |

## Chemist

HP: B (20%), Mnd: B (20%), Agi: C (10%), Def: B (20%)

| Name      | Active/<br>Passive | Effect                                                                       | TP cost |
|-----------|--------------------|------------------------------------------------------------------------------|---------|
| Tinkering | active             | Grants Chemistry buff for 5/7/10 turns. Makes items more effective (self).   | 10      |
| Search    | active             | Obtains a random item. Chance of 25/40/60% to get an additional item (self). | 10      |
| Chemistry | passive            | Some items are more effective.                                               |         |
| Caretaker | passive            | 20/35/50% chance of retaining a used item.                                   |         |

## Bandit

HP: C (10%), Crit: B (5% (additive)), Agi: A (30%), Atk: C (10%)

| Name         | Active/<br>Passive | Effect                                                     | TP cost  |
|--------------|--------------------|------------------------------------------------------------|----------|
| Easy Robbery | active             | Steals an item with 40/50/60% chance.                      | 25       |
| Flash Light  | active             | Raises chance to be attacked by an enemy (one).            | 35/30/25 |
| AGI Up       | passive            | Raises AGI by 10/12/15%.                                   |          |
| Poison Hit   | passive            | Chance of 5/7/10% of triggering this ailment on every hit. |          |

## Mage Warrior

HP: C (10%), TP: C (5%), Mag: C (10%), Mnd: C (10%), Crit: C (2% (additive)), Agi: C (10%), Def: C (10%), Atk: C (10%)

| Name            | Active/<br>Passive | Effect                                                                   | TP cost |
|-----------------|--------------------|--------------------------------------------------------------------------|---------|
| Magic Smash     | active             | A physical attack using the magic stat. dealing 1.5/1.7/2x damage (one). | 10      |
| Physical Wonder | active             | A magical attack using the attack stat, dealing 1.5/1.7/2x damage (one). | 10      |
| Fire Attack     | passive            | Deals weakness damage and additional 0/5/10%.                            |         |
| Water Attack    | passive            | Deals weakness damage and additional 0/5/10%.                            |         |

## Rune Knight

HP: C (10%), TP: C (5%), Mag: C (10%), Mnd: A (30%), Def: C (10%), Atk: C (10%)

| Name           | Active/<br>Passive | Effect                                                                                   | TP<br>cost |
|----------------|--------------------|------------------------------------------------------------------------------------------|------------|
| Light Coat     | active             | Adds light element to physical attack for 4/5/6 turns.                                   | 10         |
| Dark Coat      | active             | Adds dark element to physical attack for 4/5/6 turns.                                    | 10         |
| DEF Up         | passive            | Raises DEF by 10/20/30%.                                                                 |            |
| Counter Mag Up | passive            | 20/25/30% chance to counter single target physical attack with buffing this stat by 10%. |            |

## Gambler

HP: C (10%), Crit: S (15% (additive)), Agi: C (10%)

| Name             | Active/<br>Passive | Effect                                                                            | TP<br>cost |
|------------------|--------------------|-----------------------------------------------------------------------------------|------------|
| Blindman's Buff  | active             | 0-5 attacks against random targets dealing 0 - 0.8/0.9/1x damage (all).           | 30         |
| Suspicious Darts | active             | 50/75/100% chance to inflict Poison, Paralyze, Blind or Silence for 1 turn (all). | 30         |
| SOS TP Regen     | passive            | Triggers TP Regen of 5/7/10 TP when HP under 25%.                                 |            |
| Crit Up          | passive            | Raises Crit by 5/10/15%. (note: additive)                                         |            |

## Pyromancer

TP: B (10%), Mag: S (50%), Mnd: C (10%)

| Name            | Active/<br>Passive | Effect                                                   | TP<br>cost |
|-----------------|--------------------|----------------------------------------------------------|------------|
| Ignis           | active             | A magical fire attack dealing 1.5/1.7/1.9x damage (one). | 10         |
| Ventus          | active             | A magical wind attack dealing 1.5/1.7/1.9x damage (one). | 10         |
| Fire Resistance | passive            | Raises resistance against this element by 15/20/25%.     |            |
| Plant Killer    | passive            | Deals 10/15/20% more damage against this monster type.   |            |

## Monk

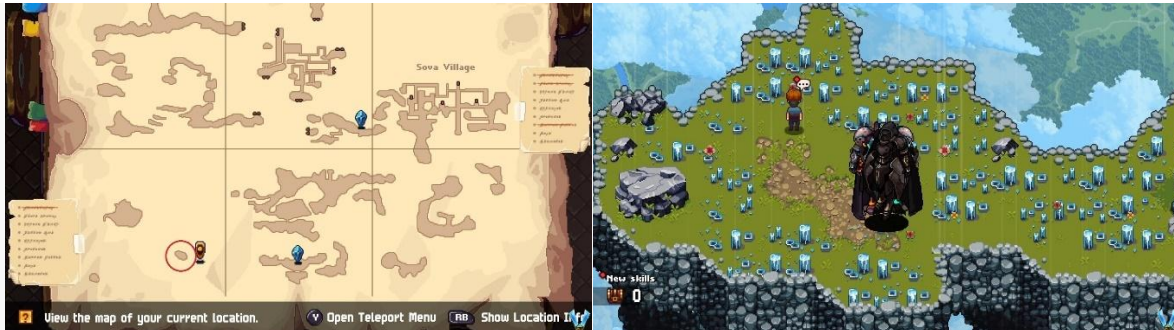
HP: S (50%), Agi: B (20%)

| Name           | Active/<br>Passive | Effect                                                                     | TP<br>cost |
|----------------|--------------------|----------------------------------------------------------------------------|------------|
| Herbal Brews   | active             | Cures all status ailments (one).                                           | 35/30/25   |
| Drunken Master | active             | Raises agility by 25/25/30% for 2/3/3 turns (all).                         | 50         |
| HP Up          | passive            | Raises HP by 10/20/30%.                                                    |            |
| Counter Attack | passive            | 30/40/50% chance to counter single target physical attacks with an attack. |            |

# All Clan Members Locations Guide

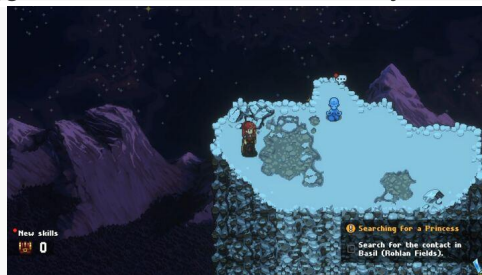
## Archy

- **Location:** at Shambala. Once you're able to fly, in the southwestern area check the eastern isle to find him there.



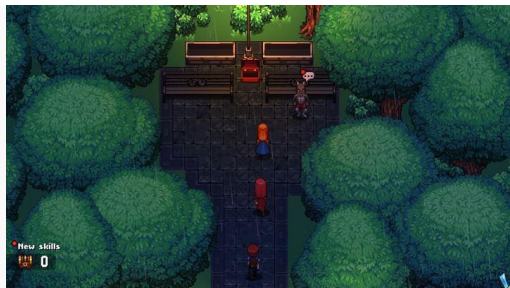
## Bao

- **Location:** at the top of Mount Rydell where you fought the Kondor boss. Talk to the frozen statue to trigger a little scene and have him join.



## Bob

- **Location:** on the western area of Tormund, in the middle of the park you can find him sitting down. This is available in Act 3.





## Bernd and his (not?)wife

- **Location:** at Rockbottom. Go east across the bridge from the crystal and enter the first house to the north. Talk to the hubby fighting with the wife and he'll join. I don't know the exact conditions to get his wife to join, but the earliest you can do this is after the main quest [Chained Echoes](#), though I did so after recruiting every other party member. After you talk to her in Rockbottom, you have to talk to her again in Hermit's Isle, near Bernd. This will make her officially join and go to the tavern, where you can talk to her to change the crystal spawn types.



## Deimsch

- **Location:** at Farnsport. From where we land go east into the nextt area and go to where he had his smith in the northwestern corner. Talk to him and he'll join.



## Eddie

- **Location:** on an airship flying around the world map. I found him on the western edge.

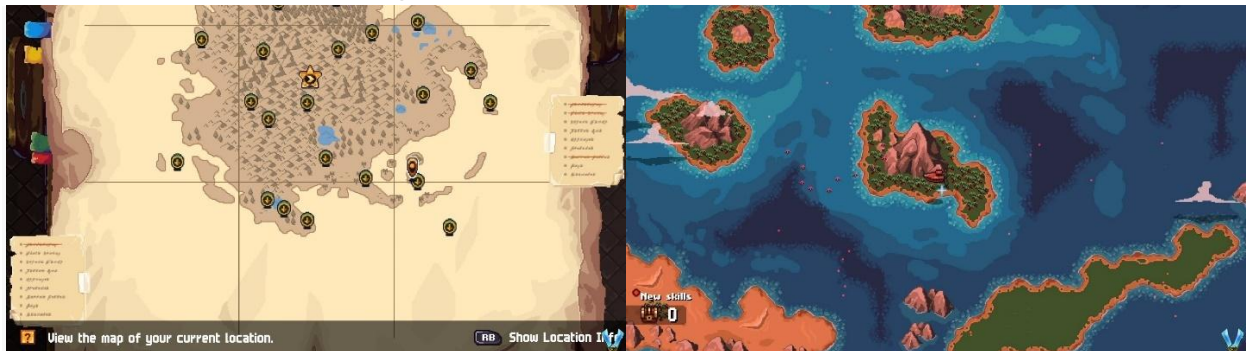


## Falora

- **Location:** on your island, south of the crystal.

## Fridolyn

- **Location:** at the beach where he went after the sidequest A Little Vacation. You get this near the end of the game.



## Gimaj

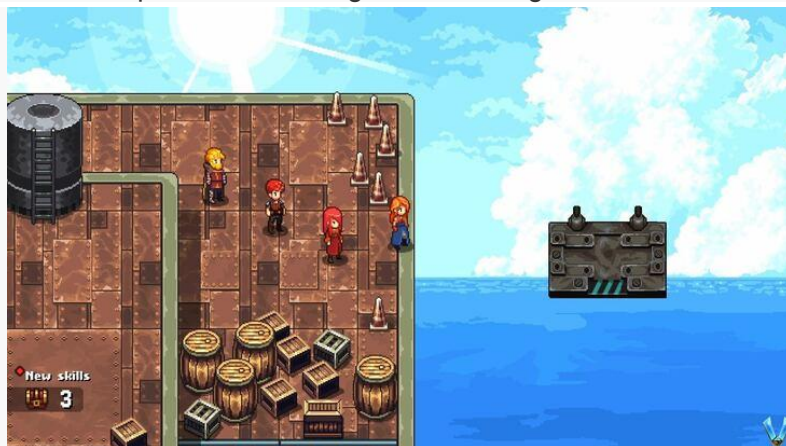
- **Location:** in Ograne Grottos. You also need to complete the sidequest A Goblin's Dilemma in order to get to him.

So pretty much you want to go to the Goblin Village and purchase some Incocybin Berries (2 are needed) from the merchant here. Once you do fast travel to the central crystal and go west. There's a Tadeye here blocking your way but you can kill it with an Incocybin Berry. Once you do simply head west across 2 bridges then head north to find another Tadeye. Kill it and go down the wall it was guarding to find Gimaj under a waterfall.



## Gormit

- **Location:** we can find him in The Hooge. You get access to this place as part of the sidequest The Food, the Chap, and the Hungry. Anyway, head to the top of the oil rig and you'll see a platform on the right side moving.



Ride it right, jump down 4 walls and talk to the NPC on the far right side (dressed in brown) to have him join the clan.



## Guy

- **Location:** we can find him in New Wyrnshire. From the first area enter the large building on the northern side and use this building to reach the outside area of the second floor. Once back outside go left and north from the catwalk into the next area. Here cross the bridge to the left, go north and cross another catwalk. Once you do go right and talk to the bald man to have him join.



## Jack

- **Location:** in the Fiorwoods. Near the end of the game go back to the crystal at camp and head north to find him.



## Kayn Sivar

- **Location:** in Farnsport, go to the exit north of the quick travel crystal. This event unlocks in Act 3.



## Linus

- **Location:** in Tormund's underground shopping area, talk to the dog that's running around to recruit him. This is available in Act 3.



## Murchands

- **Location:** in Flanders, go directly west from the crystal to find him in the corner. This is available in Act 3.



## Pavel

- **Location:** in the SW corner of the world map, you'll find his raft.



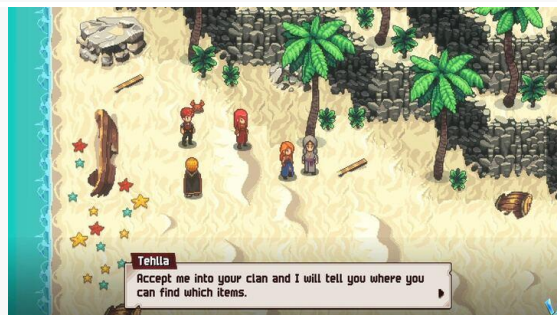
## Pignon

- **Location:** in Perpetua Flower Fields. When you land go north into the forest and follow the path as if we were going back to the lighthouse. When you reach the place where we set up camp a scene will play and she'll join.



## Tehlla

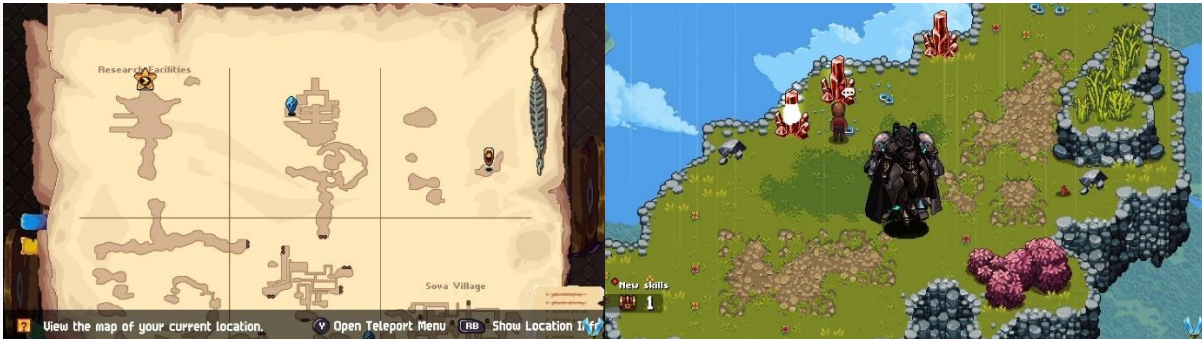
- **Location:** at Arkant Archipelago. When you land go west into the next area and you'll find them on the beach.





## Thopas

- **Location:** at Shambala. In the northeastern corner of the region, land on the eastern island to find him.



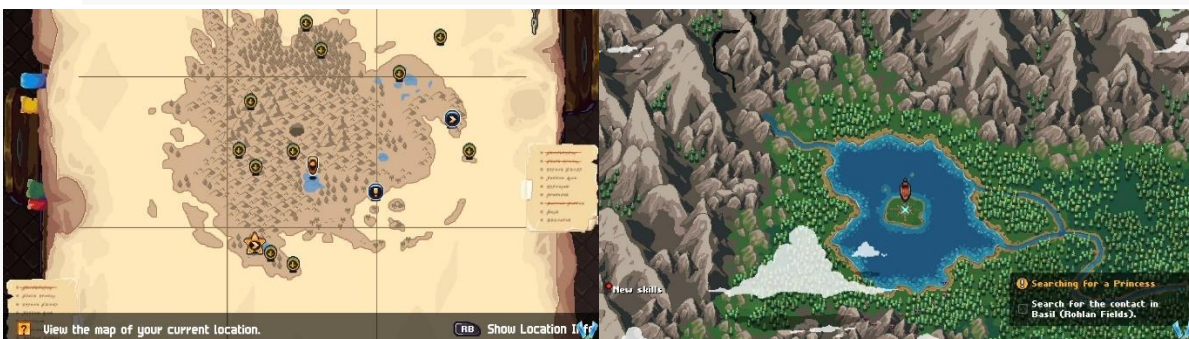
## Triony

- **Location:** head to the docks in Farnsport and on your way to where you met Magnolia in a previous sidequest you can find this character fishing. This unlocks in Act 3.



## Vesta

- **Location:** on the island in the middle of the lake southeast of Rockbottom.



## Zellor

- **Location:** at the scientist camp in the southeastern area of Perpetua. You get him near the end of the game.



# All Deals Guide

...

- Required Materials: Fairy Wing, Dirty Wool, Succulent Fruit, Domestic Bug
- Cost: 100a
- Rewards: Antidote x10

## Ambrosia

- Required Materials: Ivy, Memory Chains x2, Metal Finger, Screw x2, Bread Crumbs
- Cost: 1a
- Rewards: Ambrosia

## Anchor 8

- Required Materials: Tortoise Shell x2, Rusty Gear x2
- Cost: 3000a
- Rewards: Hall

## Bangle

- Required Materials: Bad Luck Charm x3, Gazing Eye x2, Garment x2, Simple Leaf x2
- Cost: 1000a
- Rewards: Bangle

## Bow 3

- Required Materials: Blanket x2, Snake Cheek, Magician's Hat x3
- Cost: 500a
- Rewards: Recurve Bow



## Claws 8

---

- Required Materials: Fake Monkey's Paw x3, Huge Tooth x2
- Cost: 3000a
- Rewards: Baghnahk

## Clothes & Robes 4

---

- Required Materials: Thin Wire, Red Wine Bottle x2, White Wine Bottle x2
- Cost: 2000a
- Rewards: Adventurer's Vest, Shaman's Robe

## Clothes & Robes 6

---

- Required Materials: Bushy Eyelashes x3, Mini Trident x2, Stolen Diamond, Gobbly Tentacle x2
- Cost: 2500a
- Rewards: Strong Suit, Phantom Cloak

## Clothes & Robes 8

---

- Required Materials: Fake Monkey's Paw x4, Mechanical Eye x2
- Cost: 3000a
- Rewards: Decorated Vest, Ley Line Coat

## Clothes & Robes 9

---

- Required Materials: Deluxe Pom-Pom x3, Pride of the Baki x3
- Cost: 2000a
- Rewards: Silver Bolero, Scholar's Habit

## Common Material Pack

---

- Required Materials: Rock, Bloody Compass, Pebble, Drinking Stalk, Finger-Giving-Wing
- Cost: 600a
- Rewards: Iron Ore x4, Beat Pelt x4, Weathered Bone x4, Bamboo Fiber x4, Sterile Mucus x4

## Gauntlets

---

- Required Materials: Water Orb x3, Branch x2, Spring x2
- Cost: 1000a
- Rewards: Gauntlets

## Greatsword 3

---

- Required Materials: Yak Horn, Goblin Skull
- Cost: 400a
- Rewards: Bidenhandler

## Heavenly Ring

---

- Required Materials: Bad Luck Charm x4, Mane x3, Root x2
- Cost: 1000a
- Rewards: Heavenly Ring

## Heavy Armor 3

---

- Required Materials: Coal x2, Life's Light
- Cost: 500a
- Rewards: Shielded Mail

## Holy Symbol

---

- Required Materials: Toadstone x3
- Cost: 5000a
- Rewards: Holy Symbol

## Leaf Hood

---

- Required Materials: asd2 x2, Rusty Gear x2
- Cost: 3000a
- Rewards: Leaf Hood

## Light & Heavy Armor 4

---

- Required Materials: Stinky Powder, Lost Badge, Blue Plate, Mushbroom, Old Puppet x2
- Cost: 2000a
- Rewards: Brigandine, Chain Mail

## Light & Heavy Armor 6

---

- Required Materials: Ice Core, Ball of Hair, Scrap of Iron x4, Sperm x2
- Cost: 2500a
- Rewards: Gemstone Jerkin, Dragon Mail

## Light & Heavy Armor 8

---

- Required Materials: Colorful Beak x3, Tortoise Shell, Huge Tooth
- Cost: 3000a
- Rewards: Golden Brigandine, Parade Armor



## Light & Heavy Armor 9

---

- Required Materials: Scrap of Tough Iron x3, Earthworm Scalp x3
- Cost: 2000a
- Rewards: Plot Armor, Diamond Armor

## Light Armor 3

---

- Required Materials: Goblin Skull x2, Sturdy Bucket x3
- Cost: 400a
- Rewards: Metal Jerkin (armor)

## Material Pack Surprise

---

- Required Materials: Olden Book, Gem Gum, Coffee Bean, Shell, asd2
- Cost: 3000a
- Rewards: Platinum Ore x4, Demon Leather x4, Ancient Skull x4, Fine Wool x4, Elastic Wing x4

## Material Pack Surprise 2

---

- Required Materials: Flying Pig, Death's Apple, Rose, King Beetle, Feather x2
- Cost: 3000a
- Rewards: Mythrill x5, Colossus Hide x5, Monster Fangs x5, Rayon Fiber x5, Wyrn Carapace x5

## Mystic Ring

---

- Required Materials: Stolen Diamond x2, Bellflower, Bethy, Moss, Forgotten Lamp
- Cost: 2500a
- Rewards: Mystic Ring

## Nectar

---

- Required Materials: Old Pot x2, Expensive Door Knob, Fake Grapes x2, Crocus, Caterpillar x2
- Cost: 1a
- Rewards: Nectar

## Pack of Snacks

---

- Required Materials: Capless Mushroom, Dandepanther, Silk Thread, Bitter Onion
- Cost: 100a
- Rewards: Snacks x5

## Penultimate Material Pack

---

- Required Materials: Heart of the Baki x2, Gamsbart x2
- Cost: 5000a
- Rewards: Orichalcum x4, Titan Leather x4, Devil's Head x4, Modal Fiber x4, Jute Fiber x4

## Rapier 3

---

- Required Materials: Flask of Saliva, Antenna x3
- Cost: 500a
- Rewards: Espada Ropera

## Rare Material Pack

---

- Required Materials: Rat, Newt, Oily Mango, Five-Leaf Clover, Mantis
- Cost: 600a
- Rewards: Silver Ore, 4x Thick Hide, 4x Horn, 4x Jute Fiber, 4x Long Feather 4x

### Robe 3

---

- Required Materials: Wool Shell x3, Flask of Slime x2, Flask of Saliva x2
- Cost: 400a
- Rewards: Shimmering Garb

### Rubber Duck

---

- Required Materials: Hairy Crown, Shimmering Scale, Shiny Belly, Otter Noce, Tiny Third Head
- Cost: 15000a
- Rewards: Rubber Duck

### Shadow Garb

---

- Required Materials: Memory x4
- Cost: 10000a
- Rewards: Shadow Garb

### Sun & Moon

---

- Required Materials: Ancient Coin x2, Small Bat x2, Potato-Shaped Turtle x2, Turtle-Shaped Potato x2
- Cost: 2500a
- Rewards: Festival Ribbon, Sunglasses

### Super Rare Material Pack

---

- Required Materials: Metal Frog, Yellow Snail, Banana, Dahlia, Dragonfly
- Cost: 2000a
- Rewards: Gold Ore x3, Giant's Hide x3, Tough Rips x3, Yak Grass Fiber x3, Hard Shell x3



### Sword 3

---

- Required Materials: Zombie Flesh x3, Lizard tail x3
- Cost: 500a
- Rewards: Kopis

### Sword 6

---

- Required Materials: Scrap of Iron x2, Soldier Crest x2, Sandy Fin x2, Electric Hair x2
- Cost: 2500a
- Rewards: Falchion

### Sword & Greatsword 4

---

- Required Materials: Old Bark x2, Carrot Nose x2, Stinger x2
- Cost: 2000a
- Rewards: Silver Sword, Bastard Sword

### Thief's Gloves

---

- Required Materials: Flying Pig x2, Death's Apple x2, Mechanical Eye
- Cost: 3000a
- Rewards: Thief's Gloves

### Tome of Fiends

---

- Required Materials: Disappointing Sea Shell x2, Sea Cucumber x2, Idea of a Corgi x2, Bowler x2, Common Lotus x2
- Cost: 10000a
- Rewards: Tome of Fiends (Sky Armor enemies can drop SKILL RAM)

## Trove of Gold

---

- Required Materials: Perpetuan Lemon, Tulip, Cricket, Water, Creepy Mask
- Cost: 500a
- Rewards: Gold Ore x5

## Trove of Midas

---

- Required Materials: Capless Mushroom x5, Rat x5, Metal Frog x5, Perpetuan Lemon x5, Ancient Coin x5
- Cost: 1a
- Rewards: Gold Nugget x10

## Uncommon Material Pack

---

- Required Materials: Newt, Oily Mango, Finger-Giving-Wing
- Cost: 600a
- Rewards: Tin Ore x3, Thin Hide x3, Ashen Bone x3, Coconut Fiber x3

## Ultimate Clothes

---

- Required Materials: Butterfly Ribbon x3, Flesh Cap, Black Wool x4, Crocus
- Cost: 5000a
- Rewards: Triplet x2

## Ultimate Heavy Armor

---

- Required Materials: Long Tail x5, Excalibur Replica, Clockwork Red x4, Ivy
- Cost: 5000a
- Rewards: Maximilian x2

## Ultimate Light Armor

---

- Required Materials: Old Nipple x4, Goblin Head, Earth Core x2, Caterpillar
- Cost: 5000a
- Rewards: Ringmail x2

## Ultimate Robes

---

- Required Materials: Fish Innards x6, Otter Owl, Clockwork Yellow x3, Fake Grapes
- Cost: 5000a
- Rewards: Grimoire Robe x2

## Ultimate Trove

---

- Required Materials: Fractured Soul x4, Dirty Jeton x4
- Cost: 5000a
- Rewards: Triplet, Grimoire Robe, Ringmail, Maximilian

## Ultra Material Pack

---

- Required Materials: Expensive Door Knob x5
- Cost: 1000a
- Rewards: Orichalcum x3, Titan Leather x3, Devil's Head x3, Modal Fiber x3, Adamantite x3



# All Collectibles Guide

These are all the collectibles you can find in each region. Note that these are the little yellow sphere items you find throughout each region. They are random on which and where you get them but these should be the ones you can find.

## Rohlan Fields

---

- Slimy Worm
- Dirty Wool
- Fairy Wing
- Bitter Onion
- Silk Thread
- Plain Stone
- Domestic Bug
- Capless Mushroom
- Dandepanther
- Succulent Fruit

## Ograne Grottos

---

- Forgotten Lamp
- Used Bandage
- Small Bat
- Ancient Coin
- Bellflower
- Turtle-Shaped Potato
- Potato-Shaped Turtle
- Bethy
- Lava Gem
- Moss

## Kortara Mountain Range

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- Finger-Giving-Wing
- Pebble
- Five-Leaf Clover
- Newt

- Oily Mango
- Rock
- Drinking Stalk
- Rat
- Mantis
- Bloody Compass

#### Fiorwoods

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- Simple Leaf
- Banana
- Root
- Metal Frog
- Garment
- Dragonfly
- Yellow Snail
- Dahlia
- Spring
- Branch

#### Perpetua Flower Fields

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- Tulip
- Stinky Powder
- Blue Plate
- Cricket
- Mushbroom
- Creepy Mask
- Perpetuan Lemon
- Lost Badge
- Thin Wire
- Water

#### Arkant Archipelago

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- Idea of a Corgi
- Wet Wood

- Caramel
- Disappointing Sea Shell
- Bowler
- Sea Cucumber
- Regular Bottle
- Scarab
- Bowler
- Common Lotus
- asd (I think this was bugged?)
- Crimson Lotus

## Shambala

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- King Beetle
- Shell
- Coffee Bean
- Gem Gum
- Flying Pig
- Rose
- asd2 (another one with a bugged name?)
- Olden Book
- Death's Apple
- Feather

## Nhysa

---

- Ivy
- Old Pot
- Screw
- Metal Finger
- Caterpillar
- Fake Grapes
- Bread Crumbs
- Expensive Door Knob
- Crocus
- Memory Chains



# All Unique Monsters Guide

## Rohlan Fields

### Leaping the Frog

- **Location:** Rohlan Fields, in the path between Basil and the Temple of Purple Flame.
- **Reward:** Attack Overdrive x3, Heal Overdrive x3, Debuff Overdrive x3, Utility Overdrive x3, Magic Overdrive x3, 500a



I ran through here multiple times and he was always on the ledge to the north out of reach. I believe this happens when you reach a certain chain in your Rewards Board. Since he's part of it I'm guessing you need either a certain chain number, or have a certain amount of challenges in Rohlan Fields done. Personally I had all of them complete (at least the ones we can right now) with a chain of 21 (will be 22 once we enter the Temple of Purple Flame) and he down here. I ran here with a chain of like 15-16 and he wasn't so maybe you need 18-20 to have him jump down?

Anyway, this guy is a unique monster and hits much harder than any other enemy around here. Still, it's not really considered a boss fight since it doesn't really have that many attacks. His normal attack hits for around 65 dmg. (around 50 in OD), and Water which hits everyone for around 50 dmg. in OD. Definitely the dangerous attack.

He's weak to earth so Victor is your way to go. However, given that I gave him the Cleric Class Emblem he's now my main healer so I preferred to have him heal instead of attacking. Of course you'll want to do so if he can. Bleed and Poison both work on him so use them to really lower his HP real quick.

## Tak the Yak

- **Location:** Rohlan Fields, right outside the city.
- **Reward:** Snack x5, Angel Wing x2, 200a



It's not really a boss fight but the same strat you've used against them still applies to him. He has no weaknesses or strengths so use Lenne's strongest spell. Sienna should use X-Slash to cause Bleed then sticking to Kesa Giri for massive damage. Don't forget to steal as well. If you gave her the Vampire Class Emblem then she'll be able to self support herself. Just remember that Life Sucker costs TP so don't let it catch you by surprise.

Victor can buff the party (both offensively and defensively) and keep the party healed with Heal All (if he has the Cleric Class Emblem that is). Kylian is great to slow the boss down and to really heal up a single party member if they require it. He doesn't really have that much use in this fight due to the lack of single target moves (unless you learned his only single target skill (which I didn't).

Glenn as per usual is our power house and support. Having Armor and Arms Break is fantastic to lower defenses and attacks. Cross Slash is just as deadly and you can keep Victor's TP up with Lend Energy. Giving him "Restrain" is also great because he can REALLY lower the OD gauge. And lastly Ba'Thraz and Robb. Robb as per usual I mostly use him to Poison and Paralyze the enemy, to place traps and a bot to lower OD gauge (although it doesn't always work). Ba'Thraz not so good in this fight since he's especially good for multi-target fights (very similar to Kylian).

As for attacks, his normal attack hits for around 40 dmg. to one character while Stomp hits for around 45-60 dmg. to the whole team. Definitely his deadliest attack.

# Kortara Mountain Range

## Dwelly of the Valley

- **Location:** Southwestern area of Kortara.
- **Reward:** Meal x2, 1000a

For this one you want to go to the little isle that's in the middle of the chasm. Check the images below for its location. Land here and he'll appear.



## Gol D. Waterfly

- **Location:** Northeastern area of Kortara.
- **Reward:** Oil Lamp x4, Waterbomb x4, Silph's Fan x4, Bolas x4, 1250a

For this little one, you want to kill Waterflies. These are the enemies that appear in the forested area in the southwestern corner of Kortara. There are only of 2 of them so kill them, fast travel back to the crystal to the right and kill them again. Rinse and repeat.

The amount you need to kill is uncertain. I've read people say 20, others say 30. I personally couldn't tell you but from what I did I'd probably say around 16? You can kill 10 and go check if the Unique Monster spawned.

And where can you find it? Well, it's in the northeastern corner of the region. Check the images below. Once you've killed enough bugs it'll be there waiting for you.





# Fiorwoods

## Ekskalibur

- **Location:** Central area of the Fiorwoods.
- **Reward:** 2500a

This one is very odd. Head to the central area of the Fiorwoods and open your map. Locate the area where you can run around in a circle (map image below) and run around 3 times to have the turtle appear.



## Arthros

- **Location:** Western side of the Fiorwoods.
- **Reward:** Repair Kit x4, Exchange Parts x2, 1500a

After you've killed Ekskalibur (monster above), you need to head to the area marked in the map below. **DO NOT** fast travel there via the crystal because the turtle Ekskalibur will come back to life. You need to run there and he'll jump out of the tree branches.



# Perpetua Flower Fields

## Da Capo

- **Location:** Perpetua Flower Fields, on the southwestern area of the region.
- **Reward:** Ambrosia, 1500a

You can find it right outside a little cave. On the southwestern area of this region, there's a cave in the northeastern corner with this guy outside.



You can fight it with your Sky Armor and kill him in 2 hits.

## Humphry the Hungry

- **Location:** Perpetua Flower Fields, on the southeastern area of the region.
- **Reward:** Nectar, 1500a

If you fly around the southeastern area in your Sky Armor, you'll eventually spot "sand swirls", which resemble bubbles in water. They could appear anywhere in the area. Once you spotted such an anomaly, land and approach it. Depending on your luck, it might disappear or initiate the battle with Humphry the Hungry.



You must fight this monster in Sky Armors because it is very powerful. One of your Sky Armors must carry Repair All into this battle (via Support Drones), because the boss has an attack called **Earthquake** that hits the party for 700-800 dmg. Its regular attack hits one character for a whopping 1600+ dmg. The Quick Repair skill (via Sword and Shield) could reverse this. The boss is also susceptible to Inact Salvo (via a level-7 Bowgun).



That's about all it does. Super simple boss but does a ton of damage to one character.

## Arkant Archipelago

### Otter Nobunaga

- **Location:** Arkant Archipelago, west of the crystal.
- **Reward:** 3000a

For this little guy you want to go west from the only fast travel crystal and he'll appear. The catch? None of your party members have to have armor equipped. All 8 party members shouldn't have armor on. Once you remove it you'll find him sitting there. Note that you can kill him while riding your SAs so that makes the fight much easier. You can also just put your armor back on and then fight him, since he won't disappear until you reload the screen or run from the encounter. Note that his Charm ailment prevents the victim from swapping to a reserve character.





## Hairy Otter

- **Location:** Arkant Archipelago, southeastern island
- **Reward:** Sweets x10, 2500a

This little guy appears on the northern side of the southeastern island, where the enemy camp is set up. To make him appear though, you need to make your main party (the front 4 characters) have nothing but magic users. Amalia, Lenne, Victor, Ba'Thraz, Magnolia. Have 4 of them make a party and he'll spawn. You can also fight him on your SAs so it's a 3 second fight.



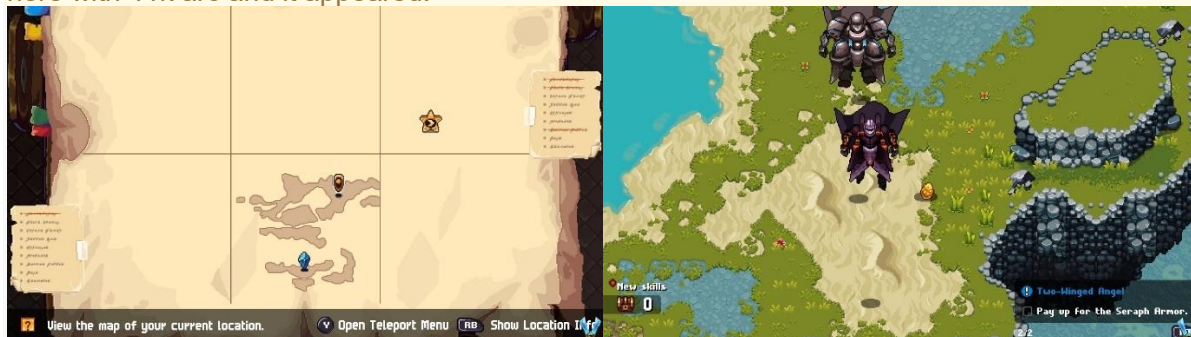
## Shambala

### Golden Borb Bob

- **Location:** Shambala, on the northeastern side of the bottom middle area.
- **Reward:** Repair Kit DX x2, 3000a

Check near the northeastern exit of the bottom middle area (where you originally started and where the crystal is) to find a house with a tree coming out of it. To the south of it is a golden egg that has the Unique Monster.

**NOTE:** the adventurer will give you a tip that it only appears if you have 100k arc on you. I came here with 41k arc and it appeared.

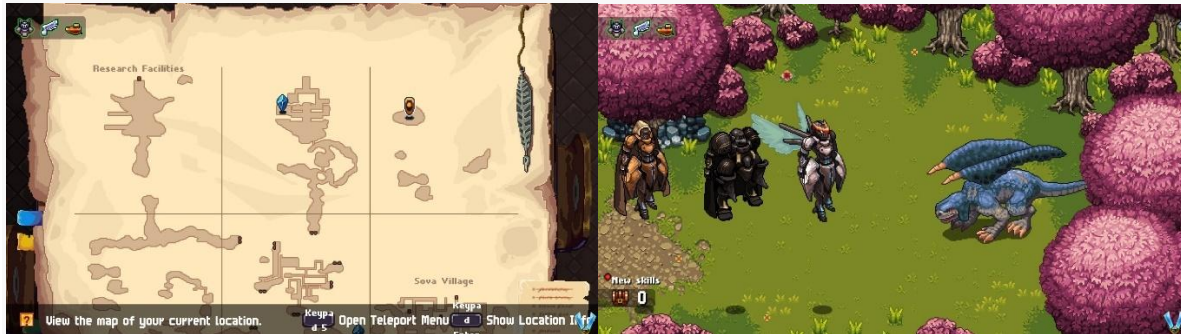


This guy resists magic attack and from what I could tell only has one attack, Melting Gold. Deals considerable damage if you're fighting him as you first go through Shambala. If you're after then you can easily kill him, or even later on use your Sky Armor to kill it.

## Aurora the Dragon

- **Location:** Northeastern corner of Shambala.
- **Reward:** Elixir, 4300a

This one actually appears by itself in the island marked below. Note that it's rare for it to appear so you need to go back and forth between screens until it appears. It took me like 2 minutes but I've read people being here for up to 20 minutes. Hang in there if he doesn't appear!



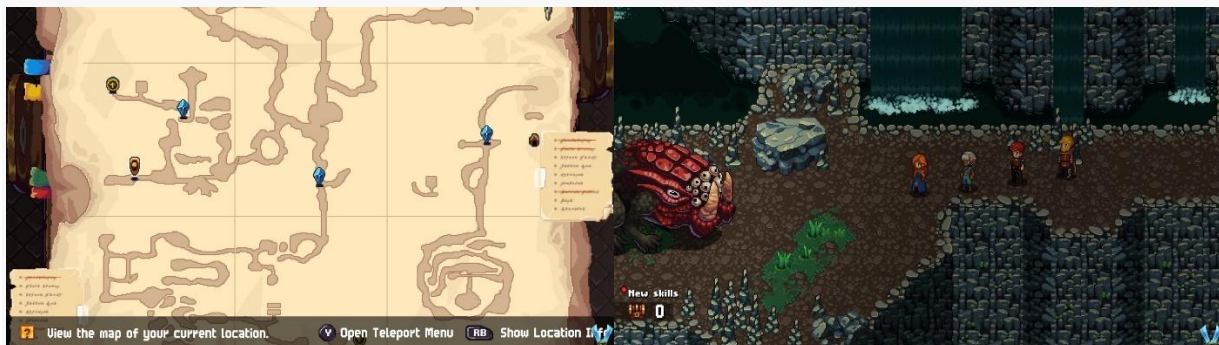
## Ograne Grottos

### Senior Tadeye

- **Location:** Ograne Grottos, western side.
- **Reward:** 5000a

This guy appears in the area west of the central fast travel crystal. To make him appear though, simply move between the central and western areas until you see that the Tadeye at the entrance doesn't spawn. If it doesn't then that means this guy is out.

He's located all the way west, in front of the Class Emblem Statue. Do make sure to have a berry ready to give it to him or you're dead.



## Bog the Real Gob

- **Location:** Ograne Grottos, northeastern corner.
- **Reward:** 5000a

This is probably the most time consuming one, that is if you're going just for him. He's actually just out in the open as you go towards the endgame area.

So, to begin with you need to complete the sidequest "A Goblin's Dilemma", then you need to transform all of the Goblins back into humans. To do that read the link below, and use the TOC to go to the "Rockbottom" section.

- [World Exploration](#) (or pg.323)

Once you've done that you'll want to actually get to the northeastern corner of Ograne. That's another ordeal and you need to reach basically the end of the game to get the key that takes us down there. [THIS PAGE](#) (or pg.360) has all the info needed to get there.

And once you go from the tower from the link above into Ograne Grottos you'll see the little guy right there.





# All Ultimate Weapons Locations Guide

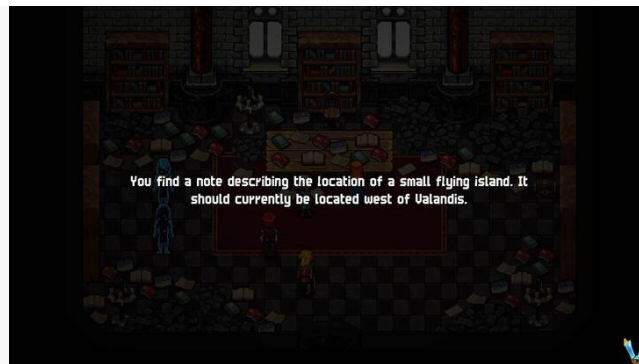
Ultimate Weapons are that, the best weapons in the game. For these you need to find the Rusty Weapons, which are the base of these Ultimate Weapons, and the Souls of Farnese, the items required to remove the rust and make it the weapon it always was. Of course all of these are all over the place so use the TOC below to skip to whatever part you need.

## How to unlock the Ultimate Blacksmith?

To unlock this blacksmith you need to go through the ruined city of Nhysa, which is basically the end of the game. Right before going down to the last merchant and fast travel crystal is a room that has 2 ghosts chatting. On the desk there's a book you can read that tells you about an island floating on the western side of the map. This actually makes the island spawn so you can't go there before even if you have the knowledge.

For more info on how to get through Nhysa click the link below.

- [City of Nhysa Walkthrough](#) (or pg.340)



Once you have it get on your airship and the island will appear on the western side of the map.



Once here enter the house and watch the scene with the blacksmith and you'll be able to make your weapons by bringing him the rusty weapon and the Soul of Farnese.

Now, below is the location of them all.

# All Rusty Weapon Locations

## Rusty Sword

You get this weapon as a reward for completing the sidequest "Into the Maelstrom".

## Rusty Greatsword

You buy this from the rat merchant in Ograne Grottos. This is part of the eastern side of the region. Click the link below for all the info on how to get down there because it's a trip!

- [Eastern Ograne Grottos](#) (or pg.360)

## Rusty Spear

You get this as a reward in one of the Heroes of Leonar Challenges, more specifically the one where you get the Rune Knight Class Emblem. Click the link below for all the info you need.

- [Leonar Challenge: Make sure to use the TOC to go down to the "Leonar Challenges" section](#) (or pg.336)

## Rusty Bow

You get this as a reward for completing the sidequest "No Place for Happy Endings", which triggers shortly after starting Act 4.

## Rusty Rapier

We get this one inside the mansion that's in the middle of the lake in Rohlan Fields. You can find the key to open the door in the northwestern area, just north of the Temple of Purple Flame.

Once inside head up to the second floor, go through the secret passage inside the room to get back down to the first floor where the weapon is.



## Rusty Katana

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For this one you need to complete the sidequest "Two-Winged Angel". Once you have done so speak to Norgant again and he'll sell you the Rusty Katana for 9999a. Super cheap!

## Rusty Amulet

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You get this as a reward in one of the Heroes of Leonar Challenges, more specifically the one where you get the Pyromancer Class Emblem. Click the link below for all the info you need.

- [Leonar Challenge: Make sure to use the TOC to go down to the "Leonar Challenges" section](#) (or pg.336)

## Rusty Gun

---

You can find this one in the Fiorwoods. When you're near the end of the game (in Act 4 Finale) fast travel to the camp and head north to the NPC Jack that was cutting trees when we were first here. He should be done by the time you're in Act 4. Talk to him to have him join the Clan, but more importantly head north through the area he cleared to find a chest at the end with your weapon.

## Rusty Anchor

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Visit the sidequest page "A Little Vacation" to find the weapon. It's basically at the beach where Fridolyn is bathing in the sun.

## Rusty Gunspear

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You can find this one in Shambala. Go to the northeastern area, land on the top of the 3 isles on the western side and jump down to a grassy isle where we can get the only chest that has the Rusty Gunspear inside.

## Rusty Knuckles

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This is a reward you get from completing a 96+ chain on your Rewards Board.

## Rusty Cards

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You get this by defeating all the Unique Monsters that are on the Rewards Board. Once you do head to Tormund and talk to the Guild Leader to get the weapon.



## All Soul of Farnese Locations

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1. The easy one out of the way first, you get this by completing a 112 chain on your Rewards Board.
2. **Arkant Archipelago**. Once you gain access to flight check the northwestern area (near the cannon) to find your golden chest.
3. **Arkant Archipelago**. Once you gain access to the Phioran Village (you buy the Diving Bell from the merchant in Ograne Grotto (click on link), on the southeastern corner of the second level is some blue coral on the wall. Go through the wall to find a chest, then go right through the wall from this chest and you'll reach your golden chest.
4. **Perpetua**. Once you can fly head to the southern area and check the right side to find a gray X on the ground. Check the middle to find the hidden item.
5. **Perpetua**. You can get this as a reward for completing the marsh maze in the southwestern corner of the region. Click the link for all the info you need.
6. **Hermit's Isle**. Pretty much at the end of the game, once our clan reaches Rank 3 check in with Bernd (west of the dining room) and he'll complete digging, netting us the golden chest.
7. **Hermit's Isle**. Pretty much at the end of the game, once our clan reaches Rank 3 talk to Triony at the little pier where he's fishing with Pavel and he'll fish it out for you.
8. **Eastern Ograne Grottos**. This one is actually in Rohlan Fields but you need to go through Eastern Ograne Grottos. To get there go north from the eastern crystal and jump down at the end into the pitch black cave. Once down here go right to a fork. Go south while sticking to the RIGHT wall and you'll come to a wall you can climb that leads to this item (or lick a link above for images as well).
9. **Eastern Ograne Grottos**. You find this inside the sewers section of Eastern Ograne Grottos. Click the link for all the info on how to deal with the puzzle.
10. Reward for completing the sidequest "**A Little Vacation**".
11. In **Ryrmeier Castle** in Kortara. This is part of the sidequest **No Place for Happy Endings** so make sure to go do that!
12. Buy from Norgant after the sidequest **Two-Winged Angel** for 9999a.

# All Elemental Tablets Locations Guide

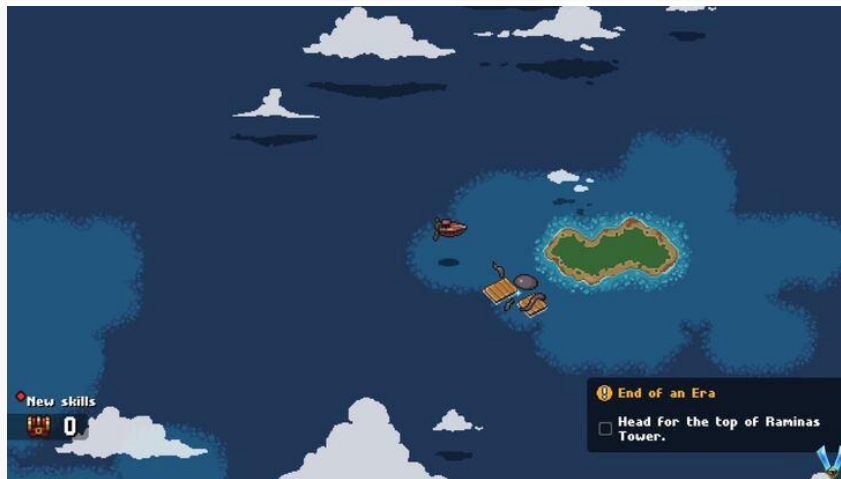
There are 6 Elemental Tablets in the game, one for each of the corresponding elements. These are completely optional items in the game (to finish the game that is) but they are required as they are the key to the optional super boss in the game.

These Elemental Tablets are pretty easy to find with just a little bit of exploring, but nevertheless below is a list of them all and their location. Note that they appear mostly near the end of the game and I recommend you start searching for them either prior to the last quest, or once you finish the game as some of them are blocked by some extremely powerful monsters.

## Wind Tablet

You can find this one near the end of the game. On the world map, check over in the northeastern corner to find a raft being attacked by a Kraken. Land here and to the right is the tablet inside a chest. You need to kill the boss here in order to do so. More info in the link below:

- [World Exploration](#) (or pg.323)



## Earth Tablet

This one is in Eastern Ograne Grottos. You need to defeat the Randomage boss to get the tablet.



## Water Tablet

Another tablet in Eastern Ograne Grottos. Well, Ograne Grottos lead back to the sewers in Farnsport and it's in there. You'll need to defeat the boss Boutrous to get it.



## Fire Tablet

This one is also in Eastern Ograne Grottos. After your fight against Chel and Twi'Tone, follow the path until you're outside the cave and in an oasis area. Here head to the south to find the tablet.



## Light Tablet

This tablet is located in Perpetua, in the northeastern corner. At the very top end you'll have to fight the boss Assassin Girl, but behind her is the tablet. More info in the link below, simply use the TOC to go to the "Perpetua" section:

- [World Exploration](#) (pg.323)

## Dark Tablet

This one is located in the same area in Rockbottom's mine where we transformed the Goblins back into humans. More info in the link below, simply use the TOC to go to the "Rockbottom" section:

- [World Exploration](#) (pg.323)



# Weapons & Armor Guide

## Swords

Swords are the weapon of choice of [Glenn](#). They provide a bonus to Attack power.

List of Swords

| Name ↕            | Stars ↕ | Atk ↕ | Price/Materials ↕                                             |
|-------------------|---------|-------|---------------------------------------------------------------|
| Iron Sword        | 1       | 10    | ---                                                           |
| Iron Sword +      | 1       | 12    | 3x Tin Ore, 1x Thin Hide, 100a                                |
| Iron Sword ++     | 1       | 13    | 3x Tin Ore, 2x Thin Hide, 1x Sterile Mucus, 200a              |
| Gladius           | 2       | 17    | ---                                                           |
| Gladius +         | 2       | 19    | 3x Tin Ore, 1x Thin Hide, 150a                                |
| Gladius ++        | 2       | 21    | 3x Tin Ore, 2x Thin Hide, 1x Sterile Mucus, 300a              |
| Kopis             | 3       | 25    | 700a                                                          |
| Kopis +           | 3       | 27    | 3x Iron Ore, 1x Thick Hide, 200a                              |
| Kopis ++          | 3       | 30    | 3x Iron Ore, 2x Thick Hide, 1x Long Feather, 400a             |
| Silver Sword      | 4       | 30    | ---                                                           |
| Silver Sword +    | 4       | 32    | 3x Silver Ore, 1x Giant's Hide, 300a                          |
| Silver Sword ++   | 4       | 35    | 3x Silver Ore, 2x Giant's Hide, 1x Hard Shell, 500a           |
| Spatha            | 5       | 40    | ---                                                           |
| Spatha +          | 5       | 43    | 3x Gold Ore, 1x Demon Leather, 500a                           |
| Spatha ++         | 5       | 46    | 3x Gold Ore, 2x Demon Leather, 1x Elastic Wing, 750a          |
| Falchion          | 6       | 45    | ---                                                           |
| Falchion +        | 6       | 48    | 3x Platinum Ore, 1x Demon Leather, 700a                       |
| Falchion ++       | 6       | 52    | 3x Platinum Ore, 2x Demon Leather, 1x Elastic Wing, 1000a     |
| Viking Sword      | 7       | 60    | ---                                                           |
| Viking Sword +    | 7       | 64    | 3x Platinum Ore, 1x Colossus Hide, 1000a                      |
| Viking Sword ++   | 7       | 68    | 3x Platinum Ore, 2x Colossus Hide, 1x Wyrms Carapace, 1500a   |
| Runeblade         | 8       | 65    | ---                                                           |
| Runeblade +       | 8       | 69    | 3x Mythril Ore, 1x Colossus Hide, 1250a                       |
| Runeblade ++      | 8       | 74    | 3x Mythril Ore, 2x Colossus Hide, 1x Wyrms Carapace, 1750a    |
| Knightly Sword    | 9       | 70    | ---                                                           |
| Knightly Sword +  | 9       | 74    | 3x Orichalcum, 1x Titan Leather, 1500a                        |
| Knightly Sword ++ | 9       | 79    | 3x Orichalcum, 2x Titan Leather, 1xAdamantite, 2000a          |
| Durandal          | 10      | 80    | <a href="#">Rusty Sword</a> , <a href="#">Soul of Farnese</a> |
| Durandal +        | 10      | 85    | 3x Rainbow Ore, 1x Emperor's Hide, 2000a                      |
| Durandal ++       | 10      | 90    | 3x Rainbow Ore, 2x Emperor's Hide, 1x Blood Stone, 2500a      |

# Spears

Spears are the weapon of choice of [Lenne](#). They provide a bonus to both Magical and Attack power.

List of Spears

| Name ↕      | Stars ↕ | Atk ↕ | Mag ↕ | Price/Materials ↕                                          |
|-------------|---------|-------|-------|------------------------------------------------------------|
| Spear       | 1       | 8     | 7     | ---                                                        |
| Spear +     | 1       | 9     | 8     | 3x Ashen Bone, 1x Bamboo Fiber, 100a                       |
| Spear ++    | 1       | 11    | 10    | 3x Ashen Bone, 2x Bamboo Fiber, 1x Sterile Mucus, 200a     |
| Glaive      | 2       | 10    | 12    | ---                                                        |
| Glaive +    | 2       | 12    | 14    | 3x Ashen Bone, 1x Bamboo Fiber, 150a                       |
| Glaive ++   | 2       | 13    | 15    | 3x Ashen Bone, 2x Bamboo Fiber, 1 Sterile Mucus, 300a      |
| Shashlik    | 3       | 13    | 25    | 700a                                                       |
| Shashlik +  | 3       | 15    | 27    | 3x Weathered Bone, 1x Jute Fiber, 200a                     |
| Shashlik ++ | 3       | 16    | 30    | 3x Weathered Bone, 2x Jute Fiber, 1 Long Feather, 400a     |
| Partisan    | 4       | 30    | 30    | ---                                                        |
| Partisan +  | 4       | 32    | 32    | 3x Horn, 1x Yak Grass Fiber, 300a                          |
| Partisan ++ | 4       | 35    | 35    | 3x Horn, 2x Yak Grass Fiber, 1x Hard Shell, 500a           |
| Earspoon    | 5       | 40    | 40    | ---                                                        |
| Earspoon +  | 5       | 43    | 43    | 3x Tough Rips, 1x Fine Wool, 500a                          |
| Earspoon ++ | 5       | 46    | 46    | 3x Tough Rips, 2x Fine Wool, 1x Elastic Wing, 750a         |
| Halberd     | 6       | 45    | 45    | ---                                                        |
| Halberd +   | 6       | 48    | 48    | 3x Ancient Skull, 1x Fine Wool, 700a                       |
| Halberd ++  | 6       | 52    | 52    | 3x Ancient Skull, 2x Fine Wool, 1x Elastic Wing, 1000a     |
| Fauchard    | 7       | 60    | 60    | ---                                                        |
| Fauchard +  | 7       | 64    | 64    | 3x Ancient Skull, 1x Rayon Fiber, 1000a                    |
| Fauchard ++ | 7       | 68    | 68    | 3x Ancient Skull, 2x Rayon Fiber, 1x Wyrms Carapace, 1500a |
| Javelin     | 8       | 65    | 65    | ---                                                        |
| Javelin +   | 8       | 69    | 69    | 3x Monster Fangs, 1x Rayon Fiber, 1250a                    |
| Javelin ++  | 8       | 74    | 74    | 3x Monster Fangs, 2x Rayon Fiber, 1x Wyrms Carapace, 1750a |
| Maltet      | 9       | 70    | 70    | ---                                                        |
| Maltet +    | 9       | 74    | 74    | 3x Devil's Head, 2x Modal Fiber, 1500a                     |
| Maltet ++   | 9       | 79    | 79    | 3x Devil's Head, 2x Modal Fiber, 1x Adamantite, 2000a      |
| Gae Bulg    | 10      | 80    | 80    | <a href="#">Rusty Spear, Soul of Farnese</a>               |
| Gae Bulg +  | 10      | 85    | 85    | 3x Ancient Carcass, 1x Divine Wool, 2000a                  |
| Gae Bulg ++ | 10      | 90    | 90    | 3x Ancient Carcass, 2x Divine Wool, 1x Blood Stone, 2500a  |

# Bows

Bows are the weapon of choice of [Robb](#). They provide a bonus to Attack power.

List of Bows

| Name ↕           | Stars ↕ | Atk ↕ | Price/Materials ↕                                            |
|------------------|---------|-------|--------------------------------------------------------------|
| Wooden Bow       | 1       | 10    | ---                                                          |
| Wooden Bow +     | 1       | 12    | 3x Thin Hide, 1x Weathered Bone, 100a                        |
| Wooden Bow ++    | 1       | 13    | 3x Thin Hide, 2x Weathered Bone, 1x Sterile Mucus, 200a      |
| Longbow          | 2       | 17    | ---                                                          |
| Longbow +        | 2       | 19    | 3x Thin Hide, 1x Weathered Bone, 150a                        |
| Longbow ++       | 2       | 21    | 3x Thin Hide, 2x Weathered Bone, 1x Sterile Mucus, 300a      |
| Recurve Bow      | 3       | 25    | 700a                                                         |
| Recurve Bow +    | 3       | 27    | 3x Beast Pelt, 1x Horn, 200a                                 |
| Recurve Bow ++   | 3       | 30    | 3x Beast Pelt, 2x Horn, 1x Long Feather, 400a                |
| Flatbow          | 4       | 30    | ---                                                          |
| Flatbow +        | 4       | 32    | 3x Thick Hide, 1x Tough Rips, 300a                           |
| Flatbow ++       | 4       | 35    | 3x Thick Hide, 2x Tough Rips, 1x Hard Shell, 500a            |
| Composite Bow    | 5       | 40    | ---                                                          |
| Composite Bow +  | 5       | 43    | 3x Giant's Hide, 1x Ancient Skull, 500a                      |
| Composite Bow ++ | 5       | 46    | 3x Giant's Hide, 2x Ancient Skull, 1x Elastic Wing, 750a     |
| Yahnagi Bow      | 6       | 45    | ---                                                          |
| Yahnagi Bow +    | 6       | 48    | 3x Demon Leather, 1x Ancient Skull, 700a                     |
| Yahnagi Bow ++   | 6       | 52    | 3x Demon Leather, 2x Ancient Skull, 1x Elastic Wing, 1000a   |
| Slingshot        | 7       | 60    | ---                                                          |
| Slingshot +      | 7       | 64    | 3x Demon Leather, 1x Monster Fangs, 1000a                    |
| Slingshot ++     | 7       | 68    | 3x Demon Leather, 2x Monster Fangs, 1x Wyrn Carapace, 1500a  |
| Beleet's Bow     | 8       | 65    | ---                                                          |
| Beleet's Bow +   | 8       | 69    | 3x Colossus Hide, 1x Monster Fangs, 1250a                    |
| Beleet's Bow ++  | 8       | 74    | 3x Colossus Hide, 2x Monster Fangs, 1x Wyrn Carapace, 1750a  |
| Rain Bow         | 9       | 70    | ---                                                          |
| Rain Bow +       | 9       | 74    | 3x Titan Leather, 1x Devil's Head, 1500a                     |
| Rain Bow ++      | 9       | 79    | 3x Titan Leather, 2x Devil's Head, 1x Adamantite, 2000a      |
| Pinaka           | 10      | 80    | <a href="#">Rusty Bow</a> , <a href="#">Soul of Farnese</a>  |
| Pinaka +         | 10      | 85    | 3x Emperor's Hide, 1x Ancient Carcass, 2000a                 |
| Pinaka ++        | 10      | 90    | 3x Emperor's Hide, 2x Ancient Carcass, 1x Blood Stone, 2500a |



# Rapiers

Rapiers are the weapon of choice of [Victor](#). They provide a bonus to both Magical and Attack power.

List of Rapiers

| Name              | Stars | Atk | Mag | Price/Materials                                                |
|-------------------|-------|-----|-----|----------------------------------------------------------------|
| Degen             | 1     | 5   | 10  | ---                                                            |
| Degen +           | 1     | 6   | 12  | 3x Tin Ore, 1x Beast Pelt, 100a                                |
| Degen ++          | 1     | 8   | 13  | 3x Tin Ore, 2x Beast Pelt, 1x Sterile Mucus, 200a              |
| Rapier            | 2     | 8   | 17  | ---                                                            |
| Rapier +          | 2     | 9   | 19  | 3x Tin Ore, 1x Beast Pelt, 150a                                |
| Rapier ++         | 2     | 11  | 21  | 3x Tin Ore, 2x Beast Pelt, 1 Sterile Mucus, 300a               |
| Espada Ropera     | 3     | 25  | 25  | ---                                                            |
| Espada Ropera +   | 3     | 27  | 27  | 3x Iron Ore, 1x Thick Hide, 200a                               |
| Espada Ropera ++  | 3     | 30  | 30  | 3x Iron Ore, 2x Thick Hide, 1x Long Feather, 400a              |
| Estoc             | 4     | 30  | 30  | ---                                                            |
| Estoc +           | 4     | 32  | 32  | 3x Silver Ore, 1x Giant's Hide, 300a                           |
| Estoc ++          | 4     | 35  | 35  | 3x Silver Ore, 2x Giant's Hide, 1x Hard Shell, 500a            |
| Needle            | 5     | 40  | 40  | ---                                                            |
| Needle +          | 5     | 43  | 43  | 3x Gold Ore, 1x Demon Leather, 500a                            |
| Needle ++         | 5     | 46  | 46  | 3x Gold Ore, 2x Demon Leather, 1x Elastic Wing, 750a           |
| Koncerz           | 6     | 45  | 45  | ---                                                            |
| Koncerz +         | 6     | 48  | 48  | 3x Platinum Ore, 1x Demon Leather, 700a                        |
| Koncerz ++        | 6     | 52  | 52  | 3x Platinum Ore, 2x Demon Leather, 1x Elastic Wing, 1000a      |
| Épée              | 7     | 60  | 60  | ---                                                            |
| Épée +            | 7     | 64  | 64  | 3x Platinum Ore, 1x Colossus Hide, 1000a                       |
| Épée ++           | 7     | 68  | 68  | 3x Platinum Ore, 2x Colossus Hide, 1x Wyrms Carapace, 1500a    |
| Colichemarde      | 8     | 65  | 65  | ---                                                            |
| Colichemarde +    | 8     | 69  | 69  | 3x Mythril Ore, 1x Colossus Hide, 1250a                        |
| Colichemarde ++   | 8     | 74  | 74  | 3x Mythril Ore, 2x Colossus Hide, 1x Wyrms Carapace, 1750a     |
| Diamond Rapier    | 9     | 70  | 70  | ---                                                            |
| Diamond Rapier +  | 9     | 74  | 74  | 3x Orichalcum, 2x Titan Leather, 1500a                         |
| Diamond Rapier ++ | 9     | 79  | 79  | 3x Orichalcum, 2x Titan Leather, 1x Adamantite, 2000a          |
| Pappenheimer      | 10    | 80  | 80  | <a href="#">Rusty Rapier</a> , <a href="#">Soul of Farnese</a> |
| Pappenheimer      | 10    | 85  | 85  | 3x Rainbow Ore, 1x Emperor's Hide, 2000a                       |
| Pappenheimer      | 10    | 90  | 90  | 3x Rainbow Ore, 2x Emperor's Hide, 1x Blood Stone, 2500a       |

## Pistols

Pistols are the weapon of choice of [Amalia](#). They provide a bonus to both Magical and Attack power.

List of Pistols

| Name            | Stars | Atk | Mag | Price/Materials                                              |
|-----------------|-------|-----|-----|--------------------------------------------------------------|
| Gun             | 4     | 30  | 30  | ---                                                          |
| Gun +           | 4     | 32  | 32  | 3x Thick Hide, 1x Tough Rips, 300a                           |
| Gun ++          | 4     | 35  | 35  | 3x Thick Hide, 2x Tough Rips, 1x Hard Shell, 500a            |
| Hakenbuechse    | 5     | 40  | 40  | ---                                                          |
| Hakenbuechse +  | 5     | 43  | 43  | 3x Giant's Hide, 1x Ancient Skull, 500a                      |
| Hakenbuechse ++ | 5     | 46  | 46  | 3x Giant's Hide, 2x Ancient Skull, 1x Elastic Wing, 750a     |
| Pirate Gun      | 6     | 45  | 45  | ---                                                          |
| Pirate Gun +    | 6     | 48  | 48  | 3x Demon Leather, 1x Ancient Skull, 700a                     |
| Pirate Gun ++   | 6     | 52  | 52  | 3x Demon Leather, 1x Ancient Skull, 1x Elastic Wing, 1000a   |
| Flintlock       | 7     | 60  | 60  | ---                                                          |
| Flintlock +     | 7     | 64  | 64  | 3x Demon Leather, 1x Monster Fangs, 1000a                    |
| Flintlock ++    | 7     | 68  | 68  | 3x Demon Leather, 2x Monster Fangs, 1x Wyrms Carapace, 1500a |
| Musket          | 8     | 65  | 65  | ---                                                          |
| Musket +        | 8     | 69  | 69  | 3x Colossus Hide, 1x Monster Fangs, 1250a                    |
| Musket ++       | 8     | 74  | 74  | 3x Colossus Hide, 2x Monster Fangs, 1x Wyrms Carapace, 1750a |
| Puckle Gun      | 9     | 70  | 70  | ?                                                            |
| Puckle Gun +    | 9     | 74  | 74  | 3x Titan Leather, 1x Devil's Head, 1500a                     |
| Puckle Gun ++   | 9     | 79  | 79  | 3x Titan Leather, 2x Devil's Head, 1x Adamantite, 2000a      |
| Jäger           | 10    | 80  | 80  | <a href="#">Rusty Gun</a> , <a href="#">Soul of Farnese</a>  |
| Jäger           | 10    | 85  | 85  | 3x Emperor's Hide, 1x Ancient Carcass, 2000a                 |
| Jäger           | 10    | 90  | 90  | 3x Emperor's Hide, 2x Ancient Carcass, 1x Blood Stone, 2500a |

## Gunspears

Gunspears are the weapon of choice of [Egyl](#). They provide a bonus to both Magical and Attack power.

List of Gunspears

| Name                | Stars | Atk | Mag | Price/Materials                                                  |
|---------------------|-------|-----|-----|------------------------------------------------------------------|
| Gunspear            | 7     | 45  | 45  | ---                                                              |
| Gunspear +          | 7     | 48  | 48  | 3x Platinum Ore, 1x Wyrms Carapace, 1000a                        |
| Gunspear ++         | 7     | 52  | 52  | 3x Platinum Ore, 2x Wyrms Carapace, 1500a                        |
| Refined Gunspear    | 8     | 60  | 60  | ---                                                              |
| Refined Gunspear +  | 8     | 64  | 64  | ?                                                                |
| Refined Gunspear ++ | 8     | 68  | 68  | ?                                                                |
| Rhongomiant         | 9     | 65  | 65  | ---                                                              |
| Rhongomiant +       | 9     | 69  | 69  | 3x Orichalcum, 1x Adamantite, 1500a                              |
| Rhongomiant ++      | 9     | 74  | 74  | 3x Orichalcum, 2x Adamantite, 2000a                              |
| Vel                 | 10    | 70  | 70  | <a href="#">Rusty Gunspear</a> , <a href="#">Soul of Farnese</a> |
| Vel +               | 10    | 74  | 74  | 3x Rainbow Ore, 1x Blood Stone, 2000a                            |
| Vel ++              | 10    | 79  | 79  | 3x Rainbow Ore, 2x Blood Stone, 2500a                            |

# Amulets

Amulets are the weapon of choice of [Ba'thraz](#). They can be found or bought and later upgraded at

They provide a bonus to both Magical and Attack power.

List of Amulets

| Name                   | ÷ | Stars | ÷ | Atk | ÷ | Mag | ÷ | Price/Materials                                                | ÷ |
|------------------------|---|-------|---|-----|---|-----|---|----------------------------------------------------------------|---|
| Ruby Amulet            |   | 3     |   | 25  |   | 25  |   | 700a                                                           |   |
| Ruby Amulet +          |   | 3     |   | 27  |   | 27  |   | 3x Weathered Bone, 1x Long Feather, 200a                       |   |
| Ruby Amulet ++         |   | 3     |   | 30  |   | 30  |   | 3x Weathered Bone, 2x Long Feather, 400a                       |   |
| Jade Amulet            |   | 4     |   | 30  |   | 30  |   | ---                                                            |   |
| Jade Amulet +          |   | 4     |   | 32  |   | 32  |   | 3x Horn, 1x Hard Shell, 300a                                   |   |
| Jade Amulet ++         |   | 4     |   | 35  |   | 35  |   | 3x Horn, 2x Hard Shell, 500a                                   |   |
| Sapphire Amulet        |   | 5     |   | 40  |   | 40  |   | ---                                                            |   |
| Sapphire Amulet +      |   | 5     |   | 43  |   | 43  |   | 3x Tough Rips, 1x Elastic Wing, 500a                           |   |
| Sapphire Amulet ++     |   | 5     |   | 46  |   | 46  |   | 3x Tough Rips, 2x Elastic Wing, 750a                           |   |
| Topaz Amulet           |   | 6     |   | 45  |   | 45  |   | ---                                                            |   |
| Topaz Amulet +         |   | 6     |   | 48  |   | 48  |   | 3x Ancient Skull, 1x Elastic Wing, 700a                        |   |
| Topaz Amulet ++        |   | 6     |   | 52  |   | 52  |   | 3x Ancient Skull, 2x Elastic Wing, 1000a                       |   |
| Emerald Amulet         |   | 7     |   | 60  |   | 60  |   | ---                                                            |   |
| Emerald Amulet +       |   | 7     |   | 64  |   | 64  |   | 3x Ancient Skull, 1x Wyrms Carapace, 1000a                     |   |
| Emerald Amulet ++      |   | 7     |   | 68  |   | 68  |   | 3x Ancient Skull, 2x Wyrms Carapace, 1500a                     |   |
| Opal Amulet            |   | 8     |   | 65  |   | 65  |   | ---                                                            |   |
| Opal Amulet +          |   | 8     |   | 69  |   | 69  |   | 3x Monster Fangs, 1x Wyrms Carapace, 1250a                     |   |
| Opal Amulet ++         |   | 8     |   | 74  |   | 74  |   | 3x Monster Fangs, 2x Wyrms Carapace, 1750a                     |   |
| Diamond Amulet         |   | 9     |   | 70  |   | 70  |   | 3x Devil's Head, 1x Adamantite                                 |   |
| Diamond Amulet +       |   | 9     |   | 74  |   | 74  |   | 3x Devil's Head, 2x Adamantite, 2000                           |   |
| Diamond Amulet ++      |   | 9     |   | 79  |   | 79  |   |                                                                |   |
| Lapis Lazuli Amulet    |   | 10    |   | 80  |   | 80  |   | <a href="#">Rusty Amulet</a> , <a href="#">Soul of Farnese</a> |   |
| Lapis Lazuli Amulet +  |   | 10    |   | 85  |   | 85  |   | 3x Ancient Carcass, 1x Blood Stone, 2000a                      |   |
| Lapis Lazuli Amulet ++ |   | 10    |   | 90  |   | 90  |   | 3x Ancient Carcass, 2x Blood Stone, 2500a                      |   |



# Katanas

Katanas are the weapon of choice of [Sienna](#). They provide a bonus to Attack power.

List of Katanas

| Name ↕           | Stars ↕ | Atk ↕ | Price/Materials ↕                                              |
|------------------|---------|-------|----------------------------------------------------------------|
| Common Katana    | 1       | 10    | ---                                                            |
| Common Katana +  | 1       | 12    | 3x Tin Ore, 1x Bamboo Fiber, 100a                              |
| Common Katana ++ | 1       | 13    | 3x Tin Ore, 2x Bamboo Fiber, 1x Sterile Mucus, 200a            |
| Bokken           | 2       | 15    | ---                                                            |
| Bokken +         | 2       | 17    | 3x Tin Ore, 1x Bamboo Fiber, 150a                              |
| Bokken ++        | 2       | 18    | 3x Tin Ore, 2x Bamboo Fiber, 1x Sterile Mucus, 300a            |
| Wakizashi        | 3       | 22    | 700a                                                           |
| Wakizashi +      | 3       | 24    | 3x Iron Ore, 1x Jute Fiber, 200a                               |
| Wakizashi ++     | 3       | 26    | 3x Iron Ore, 2x Jute Fiber, 1x Long Feather, 400a              |
| Nagamaki         | 4       | 27    | ---                                                            |
| Nagamaki +       | 4       | 29    | 3x Silver Ore, 1x Yak Grass Fiber, 300a                        |
| Nagamaki ++      | 4       | 32    | 3x Silver Ore, 2x Yak Grass Fiber, 1x Hard Shell 500a          |
| Ninjatou         | 5       | 36    | ---                                                            |
| Ninjatou +       | 5       | 39    | 3x Gold Ore, 1x Fine Wool, 500a                                |
| Ninjatou ++      | 5       | 42    | 3x Gold Ore, 2x Fine Wool, 1x Elastic Wing, 750a               |
| Tsurugi          | 6       | 41    | ---                                                            |
| Tsurugi +        | 6       | 44    | 3x Platinum Ore, 1x Fine Wool, 700a                            |
| Tsurugi ++       | 6       | 47    | 3x Platinum Ore, 2x Fine Wool, 1x Elastic Wing, 1000a          |
| Dojigiri         | 7       | 55    | ---                                                            |
| Dojigiri +       | 7       | 59    | 3x Platinum Ore, 1x Rayon Fiber, 1000a                         |
| Dojigiri ++      | 7       | 62    | 3x Platinum Ore, 2x Rayon Fiber, 1x Wyrms Carapace, 1500a      |
| Tachi            | 8       | 60    | ---                                                            |
| Tachi +          | 8       | 64    | 3x Mythril Ore, 1x Rayon Fiber, 1250a                          |
| Tachi ++         | 8       | 68    | 3x Mythril Ore, 2x Rayon Fiber, 1x Wyrms Carapace, 1750a       |
| Muramasa         | 9       | 65    | ---                                                            |
| Muramasa +       | 9       | 69    | 3x Orichalcum, 1x Modal Fiber, 1500a                           |
| Muramasa ++      | 9       | 74    | 3x Orichalcum, 2x Modal Fiber, 1x Adamantite, 2000a            |
| Masamune         | 10      | 75    | <a href="#">Rusty Katana</a> , <a href="#">Soul of Farnese</a> |
| Masamune +       | 10      | 80    | 3x Rainbow Ore, 1x Divine Wool, 2000a                          |
| Masamune ++      | 10      | 84    | 3x Rainbow Ore, 2x Divine Wool, 1x Blood Stone, 2500a          |

# Knuckles

Knuckles are the weapon of choice of [Mikah](#). They provide a bonus to Attack power.

List of Knuckles

| Name ↕            | Stars ↕ | Atk ↕ | Price/Materials ↕                                                |
|-------------------|---------|-------|------------------------------------------------------------------|
| Brass Knuckles    | 6       | 45    | ---                                                              |
| Brass Knuckles +  | 6       | 48    | 3x Fine Wool, 1x Demon Leather, 700a                             |
| Brass Knuckles ++ | 6       | 52    | 3x Fine Wool, 2x Demon Leather, 1000a                            |
| Cestus            | 7       | 60    | ---                                                              |
| Cestus +          | 7       | 64    | 3x Fine Wool, 1x Colossus Hide, 1000a                            |
| Cestus ++         | 7       | 68    | 3x Fine Wool, 2x Colossus Hide, 1x Wyrms Carapace, 1500a         |
| Baghnahk          | 8       | 65    | ---                                                              |
| Baghnahk +        | 8       | 69    | 3x Rayon Fiber, 1x Colossus Hide, 1250a                          |
| Baghnahk ++       | 8       | 74    | 3x Rayon Fiber, 2x Colossus Hide, 1x Wyrms Carapace, 1750a       |
| Tekko             | 9       | 70    | ---                                                              |
| Tekko +           | 9       | 74    | 3x Modal Fiber, 2x Titan Leather, 1500a                          |
| Tekko ++          | 9       | 79    | 3x Modal Fiber, 2x Titan Leather, 1x Adamantite, 2000a           |
| Vajra-Mushti      | 10      | 80    | <a href="#">Rusty Knuckles</a> , <a href="#">Soul of Farnese</a> |
| Vajra-Mushti +    | 10      | 85    | 3x Divine Wool, 1x Emperor's Hide, 2000a                         |
| Vajra-Mushti ++   | 10      | 90    | 3x Divine Wool, 2x Emperor's Hide, 1x Blood Stone, 2500a         |

## Cards

Cards are the weapon of choice of [Magnolia](#). They provide a bonus to both Magical and Attack power.

List of Cards

| Name ↕          | Stars ↕ | Atk ↕ | Mag ↕ | Price/Materials ↕                                             |
|-----------------|---------|-------|-------|---------------------------------------------------------------|
| Crappy Cards    | 8       | 65    | 65    | ---                                                           |
| Crappy Cards +  | 8       | 69    | 69    | 3x Rayon Fiber, 1x Wyrms Carapace, 1250a                      |
| Crappy Cards ++ | 8       | 74    | 74    | 3x Rayon Fiber, 2x Wyrms Carapace, 1750a                      |
| Deluxe Cards    | 8       | 70    | 70    | ---                                                           |
| Deluxe Cards +  | 8       | 74    | 74    | 3x Modal Fiber, 1x Adamantite, 1500a                          |
| Deluxe Cards ++ | 8       | 79    | 79    | 3x Modal Fiber, 2x Adamantite, 2000a                          |
| Royal Cards     | 10      | 85    | 85    | <a href="#">Rusty Cards</a> , <a href="#">Soul of Farnese</a> |
| Royal Cards +   | 10      | 90    | 90    | 3x Divine Wool, 1x Blood Stone, 2000a                         |
| Royal Cards ++  | 10      | 96    | 96    | 3x Divine Wool, 2x Blood Stone, 2500a                         |

## Great Swords

Swords are the weapon of choice of [Kyllian](#) and [Raphael](#). They provide a bonus to Attack power.

**List of Great Swords**

| Name ↕           | Stars ↕ | Atk ↕ | Price/Materials ↕                                                   |
|------------------|---------|-------|---------------------------------------------------------------------|
| Great Sword      | 1       | 10    | ---                                                                 |
| Great Sword +    | 1       | 12    | 3x Tin Ore, 1x Weathered Bone, 100a                                 |
| Great Sword ++   | 1       | 13    | 3x Tin Ore, 2x Weathered Bone, 1x Sterile Mucus, 200a               |
| Claymore         | 2       | 17    | ---                                                                 |
| Claymore +       | 2       | 19    | 3x Tin Ore, 1x Weathered Bone, 150a                                 |
| Claymore ++      | 2       | 21    | 3x Tin Ore, 2x Weathered Bone, 1x Sterile Mucus, 300a               |
| Bidenhänder      | 3       | 23    | 700a                                                                |
| Bidenhänder +    | 3       | 25    | 3x Iron Ore, 1x Horn, 200a                                          |
| Bidenhänder ++   | 3       | 27    | 3x Iron Ore, 2x Horn, 1x Long Feather, 400a                         |
| Bastard Sword    | 4       | ??    | ??                                                                  |
| Bastard Sword +  | 5       | ?     | ?                                                                   |
| Bastard Sword ++ | 6       | 35    |                                                                     |
| ?                | 7       | ?     | ?                                                                   |
| Great Sword      | 8       | 65    | ---                                                                 |
| Great Sword +    | 8       | 69    | 3x Mythril Ore, 1x Monster Fangs, 1250a                             |
| Great Sword ++   | 8       | 74    | 3x Mythril Ore, 2x Monster Fangs, 1x Wyrms Carapace, 1750a          |
| Flamberge        | 9       | 70    | ---                                                                 |
| Flamberge +      | 9       | 74    | 3x Orichalcum, 1x Devil's Head, 1500a                               |
| Flamberge ++     | 9       | 79    | 3x Orichalcum, 2x Devil's Head, 1x Adamantite, 2000a                |
| Sin Eater        | 10      | 80    | <a href="#">Rusty Great Sword</a> , <a href="#">Soul of Farnese</a> |
| Sin Eater +      | 10      | 85    | 3x Rainbow Ore, 1x Ancient Carcass, 2000a                           |
| Sin Eater ++     | 10      | 90    | 3x Rainbow Ore, 2x Ancient Carcass, 1x Blood Stone, 2500a           |



# Anchors

Anchors are the weapon of choice of [Tomke](#). They provide a bonus to both Magical and Attack power.

List of Anchors

| Name ↕       | Stars ↕ | Atk ↕ | Mag ↕ | Price/Materials ↕                                              |
|--------------|---------|-------|-------|----------------------------------------------------------------|
| Anchor       | 4       | 30    | 30    | ---                                                            |
| Anchor +     | 4       | 32    | 32    | 3x Long Feather, 1x Gold Ore, 300a                             |
| Anchor ++    | 4       | 35    | 35    | 3x Long Feather, 3x Gold Ore, 500a                             |
| Spek         | 5       | 40    | 40    | ---                                                            |
| Spek +       | 5       | 43    | 43    | 3x Hard Shell, 1x Platinum Ore, 500a                           |
| Spek ++      | 5       | 46    | 46    | 3x Hard Shell, 3x Platinum Ore, 750a                           |
| Danforth     | 6       | 45    | 45    | ---                                                            |
| Danforth +   | 6       | 48    | 48    | 3x Elastic Wing, 1x Platinum Ore, 700a                         |
| Danforth ++  | 6       | 52    | 52    | 3x Elastic Wing, 3x Platinum Ore, 1000a                        |
| Mushroom     | 7       | 60    | 60    | ---                                                            |
| Mushroom +   | 7       | 64    | 64    | 3x Elastic Wing, 1x Mythril Ore, 1000a                         |
| Mushroom ++  | 7       | 68    | 68    | 3x Elastic Wing, 3x Mythril Ore, 1500a                         |
| Hall         | 8       | 65    | 65    | ---                                                            |
| Hall +       | 8       | 69    | 69    | 3x Wyrn Carapace, 1x Mythril Ore, 1250a                        |
| Hall ++      | 8       | 74    | 74    | 3x Wyrn Carapace, 3x Mythril Ore, 1750a                        |
| Graphnel     | 9       | 75    | 50    | ---                                                            |
| Graphnel +   | 9       | 80    | 74    | 3x Adamantite, 1x Orichalcum, 1500a                            |
| Graphnel ++  | 9       | 84    | 79    | 3x Adamantite, 3x Orichalcum, 2000a                            |
| Northilöl    | 10      | 80    | 80    | <a href="#">Rusty Anchor</a> , <a href="#">Soul of Farnese</a> |
| Northilöl +  | 10      | 85    | 85    | 3x Blood Stone, 1x Rainbow Ore, 2000a                          |
| Northilöl ++ | 10      | 90    | 90    | 3x Blood Stone, 3x Rainbow Ore, 2500a                          |

# Light Armors

Light Armors are a type of Armor in [Chained Echoes](#), they can be found or bought, and then upgraded at an Anvil.

| Name                   | Stars | HP  | Def | Mnd | Price/Materials                                              |
|------------------------|-------|-----|-----|-----|--------------------------------------------------------------|
| Gambeson               | 1     | 10  | 8   | 8   | ---                                                          |
| Gambeson +             | 1     | 12  | 9   | 9   | 3x Thin Hide, 1x Weathered Bone, 100a                        |
| Gambeson ++            | 1     | 13  | 11  | 11  | 3x Thin Hide, 2x Weathered Bone, 1x Sterile Mucus, 200a      |
| Sturdy Aketon          | 2     | 20  | 15  | 15  | ---                                                          |
| Sturdy Aketon +        | 2     | 22  | 17  | 17  | 3x Thin Hide, 1x Weathered Bone, 150a                        |
| Sturdy Aketon ++       | 2     | 24  | 18  | 18  | 3x Thin Hide, 2x Weathered Bone, 1x Sterile Mucus, 300a      |
| Metal Jerkin           | 3     | 30  | 20  | 20  | 700a                                                         |
| Metal Jerkin +         | 3     | 32  | 22  | 22  | 3x Beast Pelt, 1x Horn, 200a                                 |
| Metal Jerkin ++        | 3     | 35  | 24  | 24  | 3x Beast Pelt, 2x Horn, 1x Long Feather, 400a                |
| Brigandine             | 4     | 40  | 25  | 25  | ---                                                          |
| Brigandine +           | 4     | 43  | 27  | 27  | 3x Thick Hide, 1x Tough Rips, 300a                           |
| Brigandine ++          | 4     | 46  | 30  | 30  | 3x Thick Hide, 2x Tough Rips, 1x Hard Shell, 500a            |
| Leather Breastplate    | 5     | 60  | 30  | 30  | ---                                                          |
| Leather Breastplate +  | 5     | 64  | 32  | 32  | 3x Giant's Hide, 1x Ancient Skull, 500a                      |
| Leather Breastplate ++ | 5     | 68  | 35  | 35  | 3x Giant's Hide, 2x Ancient Skull, 1x Elastic Wing, 750a     |
| Gemstone Jerkin        | 6     | 69  | 36  | 36  | ---                                                          |
| Gemstone Jerkin +      | 6     | 74  | 38  | 38  | 3x Demon Leather, 1x Ancient Skull                           |
| Gemstone Jerkin ++     | 6     | 79  | 40  | 40  | 3x Demon Leather, 2x Ancient Skull, 1x Elastic Wing, 1000A   |
| Metal Aketon           | 7     | 90  | 45  | 45  | ---                                                          |
| Metal Aketon +         | 7     | 96  | 48  | 48  | 3x Demon Leather, 1x Monster Fangs, 1000A                    |
| Metal Aketon ++        | 7     | 102 | 51  | 51  | 3x Demon Leather, 2x Monster Fangs, 1x Wyrms Carapace, 1500A |
| Golden Brigandine      | 8     | 100 | 50  | 50  | 2200A                                                        |
| Golden Brigandine +    | 8     | 106 | 54  | 54  | 3x Colossus Hide, 1x Monster Fangs, 1250A                    |
| Golden Brigandine ++   | 8     | 112 | 57  | 57  | 3x Colossus Hide, 2x Monster Fangs, 1x Wyrms Carapace, 1750A |
| Plot Armor             | 9     | 110 | 55  | 55  | ---                                                          |
| Plot Armor +           | 9     | 116 | 59  | 59  | 3x Titan Leather, 1x Devil's Head, 1500A                     |
| Plot Armor ++          | 9     | 123 | 62  | 62  | 3x Titan Leather, 2x Devil's Head, 1x Adamantite, 2000A      |

## Heavy Armors

Heavy Armors are a type of Armor in [Chained Echoes](#), they can be found or bought, and then upgraded at an Anvil.

List of Heavy Armors

| Name                  | Stars | HP  | Def | Mnd | Price/Materials                                           |
|-----------------------|-------|-----|-----|-----|-----------------------------------------------------------|
| Iron Cuirass          | 1     | 15  | 13  | 8   |                                                           |
| Iron Cuirass +        | 1     | 17  | 15  | 9   | 3x Ashen Bone, 1x Iron Ore, 100a                          |
| Iron Cuirass ++       | 1     | 18  | 16  | 11  | 3x Ashen Bone, 2x Iron Ore, 1x Sterile Mucus, 200a        |
| Silver Breastplate    | 2     | 25  | 17  | 14  |                                                           |
| Silver Breastplate +  | 2     | 27  | 19  | 16  | 3x Ashen Bone, 1x Iron Ore, 150a                          |
| Silver Breastplate ++ | 2     | 30  | 21  | 17  | 3x Ashen Bone, 2x Iron Ore, 1x Sterile Mucus, 300a        |
| Shielded Mail         | 3     | 35  | 22  | 19  | 700a                                                      |
| Shielded Mail +       | 3     | 38  | 24  | 21  | 3x Weathered Bone, 1x Silver Ore, 200a                    |
| Shielded Mail ++      | 3     | 40  | 26  | 23  | 3x Weathered Bone, 2x Silver Ore, 1x Long Feather, 400a   |
| Chain Mail            | 4     | 45  | 27  | 26  | ---                                                       |
| Chain Mail +          | 4     | 48  | 29  | 26  | 3x Horn, 1x Gold Ore, 300a                                |
| Chain Mail ++         | 4     | 52  | 32  | 28  | 3x Horn, 2x Gold Ore, 1x Hard Shell, 500a                 |
| Scale Armor           | 5     | 70  | 32  | 29  | ---                                                       |
| Scale Armor +         | 5     | 74  | 35  | 31  | 3x Tough Rips, 1x Platinum Ore, 500a                      |
| Scale Armor ++        | 5     | 79  | 37  | 34  | 3x Tough Rips, 2x Platinum Ore, 1x Elastic Wing, 750a     |
| Dragon Mail           | 6     | 80  | 37  | 34  | ---                                                       |
| Dragon Mail +         | 6     | 85  | 40  | 37  | 3x Ancient Skull, 1x Platinum Ore, 700a                   |
| Dragon Mail ++        | 6     | 90  | 43  | 39  | 3x Ancient Skull, 2x Platinum Ore, 1x Elastic Wing, 1000a |
| Golden Breastplate    | 7     | 110 | 48  | 43  | ---                                                       |
| Golden Breastplate +  | 7     | 116 | 51  | 46  | 3x Ancient Skull, 1x Mythril Ore, 1000A                   |
| Golden Breastplate ++ | 7     | 123 | 55  | 49  | 3x Ancient Skull, 2x Mythril Ore, 1x Wyrn Carapace, 1500A |
| Parade Armor          | 8     | 125 | 53  | 48  | 2200A                                                     |
| Parade Armor +        | 8     | 132 | 57  | 51  | 3x Colossus Hide, 1x Mythril Ore, 1250A                   |
| Parade Armor ++       | 8     | 140 | 60  | 55  | 3x Colossus Hide, 2x Mythril Ore, 1x Waterbomb, 1750A     |
| Diamond Armor         | 9     | 135 | 58  | 53  | ---                                                       |
| Diamond Armor +       | 9     | 143 | 62  | 57  | ?                                                         |
| Diamond Armor ++      | 9     | 150 | 66  | 60  | ?                                                         |



# Clothes

Clothes are a type of Armor in [Chained Echoes](#), they can be found or bought, and later upgraded at an Anvil.

List of Clothes

| Name                 | Stars | HP  | TP | Def | Mnd | Price/Materials                                             |
|----------------------|-------|-----|----|-----|-----|-------------------------------------------------------------|
| Plain Shirt          | 1     | 10  | 5  | 6   | 6   | ---                                                         |
| Plain Shirt +        | 1     | 12  | 6  | 7   | 7   | 3x Coconut Fiber, 1x Beast Pelt, 100a                       |
| Plain Shirt ++       | 1     | 13  | 8  | 9   | 9   | 3x Coconut Fiber, 2x Beast Pelt, 1x Sterile Mucus, 200a     |
| Doublet              | 2     | 20  | 5  | 13  | 13  | ---                                                         |
| Doublet +            | 2     | 22  | 6  | 15  | 15  | 3x Coconut Fiber, 1x Beast Pelt, 150a                       |
| Doublet ++           | 2     | 24  | 8  | 16  | 16  | 3x Coconut Fiber, 2x Beast Pelt, 1x Sterile Mucus, 300a     |
| Miranda Bolero       | 3     | 30  | 5  | 18  | 18  | 700a                                                        |
| Miranda Bolero +     | 3     | 32  | 6  | 20  | 20  | 3x Bamboo Fiber, 1x Thick Hide, 200a                        |
| Miranda Bolero ++    | 3     | 35  | 8  | 22  | 22  | 3x Bamboo Fiber, 2x Thick Hide, 1x Sterile Mucus, 400a      |
| Adventurer's Vest    | 4     | 40  | 5  | 23  | 23  | ---                                                         |
| Adventurer's Vest +  | 4     | 43  | 6  | 25  | 25  | 3x Jute Fiber, 1x Giant's Hide, 300a                        |
| Adventurer's Vest ++ | 4     | 46  | 8  | 27  | 27  | 3x Jute Fiber, 2x Giant's Hide, 1x Giant's Hide, 500a       |
| Robust Coat          | 5     | 60  | 5  | 28  | 28  | ---                                                         |
| Robust Coat +        | 5     | 64  | 6  | 30  | 30  | 3x Yak Grass Fiber, 1x Demon Leather, 500a                  |
| Robust Coat ++       | 5     | 68  | 8  | 33  | 33  | 3x Yak Grass Fiber, 2x Demon Leather, 1x Elastic Wing, 750a |
| Strong Suit          | 6     | 70  | 5  | 33  | 33  | ---                                                         |
| Strong Suit +        | 6     | 74  | 6  | 36  | 36  | 3x Fine Wool, 1x Demon Leather, ???A                        |
| Strong Suit ++       | 6     | 79  | 8  | 38  | 38  | 3x Fine Wool, 2x Demon Leather, 1x Elastic Wing, 1000A      |
| Leather Gear         | 7     | 90  | 10 | 43  | 43  |                                                             |
| Leather Gear +       | 7     | 96  | 12 | 46  | 46  | 3x Fine Wool, 1x Colossus Hide, 1000A                       |
| Leather Gear ++      | 7     | 101 | 13 | 49  | 49  | 3x Fine Wool, 2x Colossus Hide, 1x Wyrms Carapace, 1500A    |
| Decorated Vest       | 8     | 100 | 10 | 48  | 48  | 2200A                                                       |
| Decorated Vest +     | 8     | 106 | 12 | 51  | 51  | 3x Rayon Fiber, 1x Colossus Hide, 1250A                     |
| Decorated Vest ++    | 8     | 112 | 13 | 55  | 55  | 3x Rayon Fiber, 2x Colossus Hide, 1x Waterbomb, 1750A       |
| Silver Bolero        | 9     | 110 | 10 | 53  | 53  | N/A                                                         |
| Silver Bolero +      | 9     | 116 | 12 | 57  | 57  | 3x Modal Fiber, 1x Titan Leather, 1500A                     |
| Silver Bolero ++     | 9     | 123 | 18 | 60  | 60  | 3x Modal Fiber, 2x Titan Leather, 1x Adamantite, 2000A      |

# Robes

Robes are a type of Armor in [Chained Echoes](#), they can be found or bought, and then upgraded at an Anvil.

List of Robes

| Name               | Stars | HP  | TP | Def | Mnd | Price/Materials                                          |
|--------------------|-------|-----|----|-----|-----|----------------------------------------------------------|
| Priest Robe        | 1     | 7   | 10 | 8   | 13  | ---                                                      |
| Priest Robe +      | 1     | 8   | 12 | 9   | 15  | 3x Tin Ore, 1x Bamboo Fiber, 100a                        |
| Priest Robe ++     | 1     | 10  | 13 | 11  | 16  | 3x Tin Ore, 2x Bamboo Fiber, 1x Sterile Mucus, 200a      |
| Raven Cloak        | 2     | 15  | 10 | 13  | 17  | ---                                                      |
| Raven Cloak +      | 2     | 17  | 12 | 15  | 19  | 3x Tin Ore, 1x Bamboo Fiber, 150a                        |
| Raven Cloak ++     | 2     | 18  | 13 | 16  | 21  | 3x Tin Ore, 2x Bamboo Fiber, 1x Sterile Mucus, 300a      |
| Shimmering Garb    | 3     | 25  | 10 | 18  | 22  | 700a                                                     |
| Shimmering Garb +  | 3     | 27  | 12 | 20  | 24  | 3x Iron Ore, 1x Jute Fiber, 200a                         |
| Shimmering Garb ++ | 3     | 30  | 13 | 22  | 26  | 3x Iron Ore, 2x Jute Fiber, 1x Long Feather, 400a        |
| Shaman's Robe      | 4     | 35  | 10 | 23  | 27  | ---                                                      |
| Shaman's Robe +    | 4     | 38  | 12 | 25  | 29  | 3x Silver Ore, 1x Yak Grass Fiber, 300a                  |
| Shaman's Robe ++   | 4     | 40  | 13 | 27  | 32  | 3x Silver Ore, 2x Yak Grass Fiber, 1x Hard Shell, 500a   |
| Magic Gear         | 5     | 55  | 10 | 28  | 32  | ---                                                      |
| Magic Gear +       | 5     | 59  | 12 | 30  | 35  | 3x Gold Ore, 1x Fine Wool, 500a                          |
| Magic Gear ++      | 5     | 62  | 13 | 33  | 37  | 3x Gold Ore, 2x Fine Wool, 1x Elastic Wing, 750a         |
| Phantom Cloak      | 6     | 65  | 10 | 33  | 37  | ---                                                      |
| Phantom Cloak +    | 6     | 69  | 12 | 36  | 40  | 3x Platinum Ore, 1x Fine Wool, 700a                      |
| Phantom Cloak ++   | 6     | 74  | 13 | 38  | 43  | 3x Platinum Ore, 2x Fine Wool, 1x Elastic Wing, 1000A    |
| Mage's Garb        | 7     | 75  | 15 | 43  | 48  | ---                                                      |
| Mage's Garb +      | 7     | 80  | 17 | 46  | 51  | 3x Platinum Ore, 1x Rayon Fiber, 1000A                   |
| Mage's Garb ++     | 7     | 84  | 18 | 49  | 55  | 3x Platinum Ore, 2x Rayon Fiber, 1x Wyrn Carapace, 1500A |
| Ley Line Coat      | 8     | 85  | 15 | 48  | 53  | 2200A                                                    |
| Ley Line Coat +    | 8     | 90  | 17 | 51  | 57  | 3x Mytril Ore, 1x Rayon Fiber, 1250A                     |
| Ley Line Coat ++   | 8     | 96  | 18 | 55  | 60  | 3x Mytril Ore, 2x Rayon Fiber, 1x Wyrn Carapace, 1750A   |
| Scholar's Habit    | 9     | 95  | 15 | 53  | 58  | ---                                                      |
| Scholar's Habit +  | 9     | 101 | 17 | 57  | 62  | 3x Orichalcum, 1x Modal Fiber, 1500a                     |
| Scholar's Habit ++ | 9     |     |    |     |     | 3x Orichalcum, 2x Modal Fiber, 1x Adamantite, 2000a      |

## Accessories

Accessories are equipable items that can give either a stat booster or provide a passive debuff/buff to stats.

| Name                | Stats Boost                | Bonus Type       | Bonus Description                                                    |
|---------------------|----------------------------|------------------|----------------------------------------------------------------------|
| Bracelet of Wisdom  |                            | MND UP           | Raises MND by 20%.                                                   |
| Bracelet of Defense |                            | DEF UP           | Raises DEF by 20%.                                                   |
| Bracelet of Magic   |                            | MAG UP           | Raises MAG by 20%.                                                   |
| Bracelet of Power   |                            | ATK UP           | Raises ATK by 20%.                                                   |
| Earth Belt          |                            | EARTH ATTACK++   | Deals weakness damage and additional 10%.                            |
| Water Belt          |                            | WATER ATTACK++   | Deals weakness damage and additional 10%.                            |
| Holy Symbol         |                            | BLESSING         | Improves healing by 50%.                                             |
| Leaf Hood           |                            | TRAP MASTER      | 20% chance that Robb's trap stays after being triggered.             |
| Magic Polyns        |                            | CRITICAL MAGE    | Magical skills can crit.                                             |
| Shadow Garb         |                            | NOT ENOUGH       | Successful steals yield an extra item with a chance of 50%.          |
| Thief's Gloves      |                            | MASTER BANDIT    | Stealing always succeeds.                                            |
| Healing Belt        |                            | CRITICAL HEALER  | Heals can crit.                                                      |
| Knight's Honor      |                            | WARCRY           | Hate increased at the start of battle by 50.                         |
| Blueprint           |                            | MACHINE KILLER   | Deals 10% more damage against this monster type.                     |
| Reaction Armlet     |                            | COUNTER ATTACK   | 30% chance to counter single target physical attacks with an attack. |
| Rubber Duck         |                            | ALL IMMUNITY     | Immune against all ailments.                                         |
| Stylish Accessory   |                            | ULTRA MOVE UP    | Ultra Moves are more efficient.                                      |
| Cool Scarf          |                            | SWITCH OUT TP    | Restores TP when switched out.                                       |
| Can Machine         |                            | CANNING EXPERT   | Enemies can be canned at 50% max HP.                                 |
| Pacifist's Charm    |                            | SOULLESS         | 50% chance to gain no aggro per action.                              |
| Defense Gorget      | HP +20<br>Def +3<br>Mnd +3 |                  |                                                                      |
| Iron Poleyns        |                            | EARTH RESISTANCE | Raises resistance against this element by 15%.                       |
| Magician's Belt     |                            | MND UP           | Raises MND by 10%.                                                   |
| Winged Cape         |                            | AGI UP           | Raises AGI by 15%.                                                   |
| Heavenly Ring       |                            | TP COST DOWN     | Reduces costs of skills by 20%.                                      |
| Mystic Ring         | Def +2<br>Mnd +2           | TP UP            | Raises TP by 10%.                                                    |
| Bangle              |                            | DEF UP           | Raises DEF by 10%.                                                   |
| Gauntlets           |                            | ATK UP           | Raises ATK by 10%.                                                   |
| Black Tippet        |                            | SOS HP REGEN     | Triggers HP Regen (15% of max HP) when HP under 25%.                 |



|                         |                                               |                     |                                                   |
|-------------------------|-----------------------------------------------|---------------------|---------------------------------------------------|
| Silp Armlet             | Agi +2                                        | WIND<br>RESISTANCE  | Raises resistance against this element by 15%.    |
| Titan Helm              | HP +10                                        |                     |                                                   |
| Life Thread             | Crit +15%                                     |                     |                                                   |
| Swift Sandals           |                                               | STRIKE FIRST        | 75% chance to act first in battle.                |
| Medallion               | Mag +3                                        |                     |                                                   |
| Herbal Collar           |                                               | POISON<br>IMMUNITY  | Immune against this ailment.                      |
| Glasses                 | TP +5                                         | BLIND IMMUNITY      | Immune against this ailment.                      |
| Comfy Scarf             |                                               | SILENCE<br>IMMUNITY | Immune against this ailment.                      |
| Charm of the<br>Learner |                                               | SP UP               | Gets 2 times additional SP into character's pool. |
| Lava Gorget             | Atk +1<br>TP +5<br>Mag +1<br>Mnd +1<br>Def +1 | FIRE RESISTANCE     | Raises resistance against this element by 15%.    |
| Festival Ribbon         |                                               | DARK<br>RESISTANCE  | Raises resistance against this element by 15%.    |
| Raincoat                |                                               | WATER<br>RESISTANCE | Raises resistance against this element by 15%.    |

## Sky Armor RAM & Skill list

### How do you improve your Sky Armor in Chained Echoes?

In Chained Echoes, you can enhance and upgrade your weapons or armor and add crystals to the weapon and armor slots to further buff your character. But did you know you can upgrade your Sky Armor with Skill RAM?

If you navigate to the menu, then go to **Sky Armor**, then **Settings**, and under the **Skill RAM** you can upgrade your Sky Armor just like your weapons or regular armor.

Change your Skill RAM under Sky Armor in the main menu



Select Settings under the Sky Armor menu to change your Skill RAM. Then find the Skill RAM slot under Sky Armor Settings to swap it out.

Sky Armor Skill RAM can be obtained from different chests or purchased from different vendors. The Skill RAM can be equipped on any model of Sky Armor and can provide bonuses from increasing your ATK to immunity to multiple debuffs. The **Hooge** has some good vendors to buy Sky Armor upgrades from.



Chained Echoes – Sky Armor Skill RAM upgrade Tank's RAM

Below is a list of all the RAM I have found in the game and the bonus attached to each one I found. I believe there is a chance that these are randomly generated but I have yet to confirm that.

# Sky Armor RAM List

| RAM Name                  | Bonus Type                                                              | Bonus                                                                                                                                                                                        |
|---------------------------|-------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Dark and Light Resist Ram | DARK RESISTANCE<br>ATK UP                                               | Raises resistance against this element by 15%.<br>Raises ATK by 10%.                                                                                                                         |
| All Immunity RAM          | ALL IMMUNITY                                                            | Immune against all ailments.                                                                                                                                                                 |
| Status Resist II RAM      | BLIND IMMUNITY<br>DOOM IMMUNITY<br>SLEEP IMMUNITY<br>PARALYZE IMMUNITY  | Immune against this ailment.<br>Immune against this ailment.<br>Immune against this ailment.<br>Immune against this ailment.                                                                 |
| Status Resist I RAM       | POISON IMMUNITY<br>TOXIC IMMUNITY<br>SILENCE IMMUNITY<br>INACT IMMUNITY | Immune against this ailment.<br>Immune against this ailment.<br>Immune against this ailment.<br>Immune against this ailment.                                                                 |
| SP UP RAM                 | SP UP                                                                   | Gets 2 times additional SP into character's pool.                                                                                                                                            |
| Exorcist RAM              | ETHER KILLER<br>UNDEAD KILLER                                           | Deals 15% more damage against this monster type.<br>Deals 15% more damage against this monster type.                                                                                         |
| Biologist RAM             | BEAST KILLER<br>AQUATIC KILLER<br>PLANT KILLER                          | Deals 15% more damage against this monster type.<br>Deals 15% more damage against this monster type.                                                                                         |
| Android RAM               | HUMAN KILLER<br>MACHINE KILLER                                          | Deals 15% more damage against this monster type.<br>Deals 15% more damage against this monster type.                                                                                         |
| Passive RAM               | COUNTER TP REGEN                                                        | 30% chance to counter single target physical attack with TP Regen (10% of max TP).                                                                                                           |
| Treasurer RAM             | CARETAKER<br>INCREASE DROPS                                             | 20% chance of retaining a used item.<br>10% chance to get an additional drop.                                                                                                                |
| All Out RAM               | HP SACRIFICE                                                            | Loses 5% HP but attacks get stronger by 5%.                                                                                                                                                  |
| Evasion RAM               | EVASION MASTER                                                          | 25% chance to get another dodge after dodging.                                                                                                                                               |
| Guarding RAM              | AURA ALLY<br>SHIELD ALLY<br>HEROIC TANK                                 | 25% chance to take ST mag. Damage for ally (with HP under 50%).<br>25% chance to take ST phys. Damage for ally (with HP under 50%).<br>20% chance to block 50% damage when Shield/Aura ally. |
| Filthy Touch RAM          | SLEEP HIT                                                               | Chance of 5% of triggering this ailment on every hit.                                                                                                                                        |
| Strike First RAM          | STRIKE FIRST++                                                          | 100% chance to act first in battle.                                                                                                                                                          |
| Attacker's RAM            | ATK UP+                                                                 | Raises ATK by 20%.                                                                                                                                                                           |
| Mage's RAM                | TP UP+                                                                  | Raises TP by 20%.                                                                                                                                                                            |
| Tank's RAM                | HP UP+                                                                  | Raises HP by 20%.                                                                                                                                                                            |
| Counter Mag Up RAM        | COUNTER MAG UP                                                          | 20% chance to counter single target physical attack with buffing this stat by 10%.                                                                                                           |
| Dark Resistance RAM       | DARK RESISTANCE                                                         | Raises resistance against this element by 15%.                                                                                                                                               |



| RAM Name               | Bonus Type                                      | Bonus                                                                                                                                                                            |
|------------------------|-------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Poison Hit RAM         | POISON HIT                                      | Chance of 5% of triggering this ailment on every hit.                                                                                                                            |
| SOS Mnd Up RAM         | SOS MND UP                                      | Bufs this stat by 30% when HP is under 25% for 3 turn(s).                                                                                                                        |
| Aquatic Killer RAM     | AQUATIC KILLER                                  | Deals 10% more damage against this monster type.                                                                                                                                 |
| TP Gain Up RAM         | TP GAIN UP                                      | Raises TP gain through normal attacks by 10.                                                                                                                                     |
| DEF Up RAM             | DEF UP                                          | Raises DEF by 10%.                                                                                                                                                               |
| Silence Resistance RAM | SILENCE RESISTANCE<br>SOS MND UP<br>FIRE ATTACK | Enemies take 1 turn(s) longer to apply this ailment for the first time.<br>Bufs this stat by 30% when HP is under 25% for 3 turn(s).<br>Deals weakness damage and additional 0%. |
| AGI Up RAM             | AGI UP<br>WET STRIKE                            | Raises AGI by 15%.<br>Chance of 15% of triggering this ailment on every hit.                                                                                                     |
| Defend Gain HP RAM     | DEFEND GAIN HP<br>DOOM HIT                      | Gain HP with a potency of 5 when defending.<br>Chance of 5% of triggering this ailment on every hit.                                                                             |
| More Rare Drops RAM    | MORE RARE DROPS                                 | Increases chance by 5% to obtain rare drops.                                                                                                                                     |
| SOS Agi Up RAM         | SOS AGI UP                                      | Bufs this stat by 30% when HP is under 25% for 3 turn(s).                                                                                                                        |
| Light Attack RAM       | LIGHT ATTACK                                    | Deals weakness damage and additional 0%.                                                                                                                                         |
| Inact Resistance RAM   | INACT RESISTANCE                                | Enemies take 1 turn(s) longer to apply this ailment for the first time.                                                                                                          |
| Crit Up RAM            | CRIT UP<br>TOXIC HIT                            | Raises Crit by 5%.<br>Chance of 5% of triggering this ailment on every hit.                                                                                                      |
| Counter Vit Up RAM     | COUNTER VIT UP                                  | 20% chance to counter single target physical attack with buffing this stat by 10%.                                                                                               |
| Doom Resistance RAM    | DOOM RESISTANCE                                 | Enemies take 1 turn(s) longer to apply this ailment for the first time.                                                                                                          |
| All Extender RAM       | ALL EXTENDER                                    | Debuff has a 50% chance to hold longer for 1 turns.                                                                                                                              |
| Light Resistance RAM   | LIGHT RESISTANCE<br>ATK UP                      | Raises resistance against this element by 15%.<br>Raises ATK by 10%.                                                                                                             |
| Toxic Resistance RAM   | TOXIC RESISTANCE<br>UNDEAD KILLER               | Enemies take 1 turn(s) longer to apply this ailment for the first time.<br>Deals 10% more damage against this monster type.                                                      |
| Silence Extender RAM   | SILENCE EXTENDER                                | Debuff has a 50% chance to hold longer for 1 turns.                                                                                                                              |
| Dark Attack RAM        | DARK ATTACK<br>COUNTER CRIT UP                  | Deals weakness damage and additional 0%.<br>20% chance to counter single target physical attack with buffing this stat by 10%.                                                   |
| Dispel Hit RAM         | DISPEL HIT                                      | Chance of 5% of triggering this ailment on every hit.                                                                                                                            |
| Wet Strike RAM         | WET STRIKE                                      | Chance of 15% of triggering this ailment on every hit.                                                                                                                           |
| SOS Status Heal RAM    | SOS STATUS HEAL                                 | Cures random ailment when HP under 25%.                                                                                                                                          |
| Defend Gain HP RAM     | DEFEND GAIN HP<br>SLEEP EXTENDER<br>SOS DEF UP  | Gain HP with a potency of 5 when defending.<br>Debuff has a 50% chance to hold longer for 2 turns.<br>Bufs this stat by 30% when HP is under 25% for 3 turn(s).                  |

| RAM Name              | Bonus Type                                             | Bonus                                                                                                                                                                     |
|-----------------------|--------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Water Attack RAM      | WATER ATTACK                                           | Deals weakness damage and additional 0%.                                                                                                                                  |
| Sleep Extender RAM    | SLEEP EXTENDER<br>POISON HIT                           | Debuff has a 50% chance to hold longer for 2 turns.<br>Chance of 5% of triggering this ailment on every hit.                                                              |
| Machine Killer RAM    | MACHINE KILLER<br>SOS STATUS HEAL                      | Deals 10% more damage against this monster type.<br>Cures random ailment when HP under 25%.                                                                               |
| SOS TP Regen RAM      | SOS TP REGEN                                           | Triggers TP Regen of 5 TP when HP under 25%.                                                                                                                              |
| Poison Hit RAM        | POISON HIT                                             | Chance of 5% of triggering this ailment on every hit.                                                                                                                     |
| TP Sacrifice RAM      | TP SACRIFICE<br>COUNTER TP REGEN<br>GAIN HP AFTER KILL | Loses 10 TP but attacks get stronger by 5%.<br>30% chance to counter single target physical attack with TP Regen (10% of max TP).<br>Gain 5% HP after defeating an enemy. |
| Crit Up RAM           | CRIT UP                                                | Raises Crit by 5%.                                                                                                                                                        |
| Counter TP Regen RAM  | COUNTER TP REGEN<br>COUNTER HP REGEN                   | 30% chance to counter single target physical attack with TP Regen (10% of max TP).<br>30% chance to counter single target physical attack with HP Regen (10% of max HP).  |
| Paralyze Hit RAM      | PARALYZE HIT                                           | Chance of 5% of triggering this ailment on every hit.                                                                                                                     |
| Sleep Resistance RAM  | SLEEP RESISTANCE                                       | Enemies take 1 turn(s) longer to apply this ailment for the first time.                                                                                                   |
| Doom Extender RAM     | DOOM EXTENDER                                          | Debuff has a 50% chance to hold longer for 1 turns.                                                                                                                       |
| Increase Drops RAM    | INCREASE DROPS                                         | 10 % chance to get an additional drop.                                                                                                                                    |
| SOS Atk Up RAM        | SOS ATK UP                                             | Bufs this stat by 30% when HP is under 25% for 3 turn(s).                                                                                                                 |
| Crit Damage Up RAM    | CRIT DAMAGE UP                                         | Critical damage increased by 30%.                                                                                                                                         |
| Poison Resistance RAM | POISON RESISTANCE                                      | Enemies take 1 turn(s) longer to apply this ailment for the first time.                                                                                                   |
| Plant Killer RAM      | PLANT KILLER                                           | Deals 10% more damage against this monster type                                                                                                                           |
| Flying Killer RAM     | FLYING KILLER                                          | Deals 10% more damage against this monster type                                                                                                                           |
| Undead Killer RAM     | UNDEAD KILLER                                          | Deals 10% more damage against this monster type                                                                                                                           |
| Tank's RAM            | HP UP+<br>DEF UP<br>MND UP                             | Raises HP by 20%.<br>Raises DEF by 10%.<br>Raises MND by 10%.                                                                                                             |

## Sky Armor Skill List

| SkillName       | Description                                                                                 | TP Cost  | Level   |
|-----------------|---------------------------------------------------------------------------------------------|----------|---------|
| Wild Slash      | A single physical blow dealing 2x damage (one).                                             | 20/10/10 | 1, 2, 3 |
| Quick Repair    | Heals target with a potency of 2 (one).                                                     | 20/10/10 | 1, 2, 3 |
| Attack Mode     | Raises attack and magic by 15%, lowers defense and mind by 15% (self).                      | 20/10/10 | 1, 2, 3 |
| Defense Mode    | Raises defense and mind by 15%, lowers attack and magic by 15% (self).                      | 20/10/10 | 1, 2, 3 |
| Defensive Break | Lowers target's defense and mind by 25% for 3 turn(s) (one).                                | 10       | 1, 2, 3 |
| Smash           | A single physical blow dealing somewhere between 1.5x and 2.5x damage (one).                | 20/10/10 | 1, 2, 3 |
| Mechanical Lure | Draws target's hate (all).                                                                  | 20/10/10 | 1, 2, 3 |
| Offensive Break | Lowers target's attack and magic by 25% for 3 turn(s) (one).                                | 20/10/10 | 1, 2, 3 |
| Piercer         | A single physical blow dealing 2.2x damage (one).                                           | 20/10/10 | 1, 2, 3 |
| Counter Mode    | Counters physical single target attacks for 5 turn(s) (self).                               | 20/10/10 | 1, 2, 3 |
| Berserk Mode    | Grants Berserk for 3 turn(s). User deals 1.5x and receives 1.5x damage (self).              | 20/10/10 | 1, 2, 3 |
| Energy Flow     | Grants Multitarget for 3/4/5 rounds. All elemental shots and salvos hit all enemies (self). | 20       | 1, 2, 3 |
| Leg Sweep       | A physical attack dealing 0.7 damage (all).                                                 | 20/10/10 | 1, 2, 3 |
| Hornet Dance    | 1-5 physical attacks dealing 0.6x damage (one).                                             | 20/10/10 | 1, 2, 3 |
| Fast Switch     | Switches two gears at once (self).                                                          | 20/10/10 | 1, 2, 3 |
| Overload        | Spreads some of target's ailments to all enemies for 1 turn(s) (one).                       | 20/10/10 | 1, 2, 3 |
| Poison Salvo    | Inflicts Poison for 5 turn(s).                                                              | 20/10/10 | 1, 2, 3 |
| Blind Salvo     | Inflicts Blind for 1 turn(s).                                                               | 10       | 1, 2, 3 |
| Silence Salvo   | Inflicts Silence for 1 turn(s).                                                             | 20/10/10 | 1, 2, 3 |
| Inact Salvo     | Inflicts Inact for 1 turn(s).                                                               | 20/10/10 | 1, 2, 3 |
| Charge          | Charges to deal 150% more damage next turn (self).                                          | 10       | 1, 2, 3 |
| Light Shot      | A magical light attack dealing 2x damage (one).                                             | 20/10/10 | 1, 2, 3 |



| SkillName         | Description                                                                  | TP Cost  | Level   |
|-------------------|------------------------------------------------------------------------------|----------|---------|
| Dark Shot         | A magical dark attack dealing 2x damage (one).                               | 20/10/10 | 1, 2, 3 |
| Circulation       | Raises resistance to all status ailments for 5 turn(s) (one).                | 20/10/10 | 1, 2, 3 |
| Repair All        | Heals targets with a potency of 1.5 (all).                                   | 20/10/10 | 1, 2, 3 |
| Complete Overhaul | Revives the target with 25% HP (one).                                        | 20/10/10 | 1, 2, 3 |
| Drone Attack      | A magical neutral attack dealing 1.5 damage (one).                           | 20/10/10 | 1, 2, 3 |
| Status Repair     | Cures all status ailments (one).                                             | 20/10/10 | 1, 2, 3 |
| Fire Shot         | A magical fire attack dealing 2x damage (one).                               | 20/10/10 | 1, 2, 3 |
| Wind Shot         | A magical wind attack dealing 2x damage (one).                               | 20/10/10 | 1, 2, 3 |
| Earth Shot        | A magical earth attack dealing 2x damage (one).                              | 20/10/10 | 1, 2, 3 |
| Water Shot        | A magical water attack dealing 2x damage (one).                              | 20/10/10 | 1, 2, 3 |
| Command Attack    | Raises attack and magic by 15% for 4 turn(s) (all).                          | 20/10/10 | 1, 2, 3 |
| Drone Swarm       | A magical attack dealing 0.8 damage (all).                                   | 20/10/10 | 1, 2, 3 |
| Commande Defense  | Raises defense and mind by 15% for 4 turn(s) (all).                          | 20/10/10 | 1, 2, 3 |
| Shields Up        | Grants a shield that absorbs damage with a potency of 1 for 4 turn(s) (all). | 20/10/10 | 1, 2, 3 |



CHAINED ECHOES  
ASHES OF ELRANT

# Ashes of Elrant Introduction



Welcome to our Chained Echoes: Ashes of Elrant DLC (2025) walkthrough and guide! With this guide you can expect a full walkthrough from beginning to end with strategies for every dungeon, every quest, every sidequest, strategies for every boss fight, and much more!

Man does it feel good to be back! This game was one of my favorite back in 2022 and I even had no idea there was DLC coming out, but once I was notified, of course I was going to hop onboard and write a guide for it!

This DLC is also quite crazy in terms of size. The story behind it is, at least so far where I am personally in the story, quite good. They've included a fishing minigame, a digging minigame (I hate this one haha) and many more things that make it a much more enjoyable experience.

So follow me, as we venture into the world of Chained Echoes once more!

*vinheim*

What this guide will offer:

- Complete walkthrough for the game from start to finish
- All Boss Strategies
- All Side Quests
- Important Collectables
- Much, much more!



## Controls

| XBOX                                                                                | PSN                                                                                 | SWITCH                                                                              | FUNCTION                                                |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------------------------------------------------------|
|    |    |    | Use / Talk / Confirm                                    |
|    |    |    | Cancel                                                  |
|    |    |    | Menu                                                    |
|    |    |    | Map                                                     |
|    |    |    | Switch Character<br>(Battle), Call / Raise<br>Sky Armor |
|  |  |  | Flee (Battle), Exit /<br>Lower Sky Armor                |
|  |  |  | Quest Log                                               |
|  |  |  | Reward Board                                            |
|  |  |  | Main Menu                                               |

# Into the Unknown

|                                                                                                 |       |         |             |                    |
|-------------------------------------------------------------------------------------------------|-------|---------|-------------|--------------------|
| <br>Villager 1 | Human | HP 2500 | No weakness | Meal (Steal)       |
| <br>Villager 2 | Human | HP 3000 | No weakness | Meal (Steal)       |
| <br>Baki Elder | Human | HP 7000 | No weakness | Angel Wing (Steal) |

**Note:** Before you start the DLC, I recommend you load up your save file and go purchase items / consumables. The game will take away our money so I advise you go and stock up on items. You might as well. I had over half a million that I couldn't use.

**Note:** Throughout the guide you'll see some little notes from me. These are marked with <vin>. They are mostly just my inner dialogue, my thoughts or just make mention when I find something funny or whatnot. Feel free to completely ignore. I used to do this back in the day (like 10+ years ago) and people would enjoy it. Let me know down below if I should do this more often, with my future guides!

Welcome back to Chained Echoes everyone! I hope you enjoyed the game as much as I did! Please read the note below before we continue.

**Note:** It is HIGHLY recommended you play through this DLC after completing the game. The game gives you a save file if you don't have a "Cleared Save File", but it's better to finish the game before tackling this DLC because it contains MASSIVE spoilers for the end parts of the game.

That being said, I'll also consider you have fully played through the game, have all the weapons, armor, sky armor, and are ready to tackle everything... and know how to play the game of course.

And with that said, let's get this started!

From the Title Screen, select the "DLC - Ashes of Elrant" option -> Start, load your save file and you'll be asked if you want a recap of the story. If it's been a while since you've played the game, trust me, it's worth going through it. I know it definitely helped me.

Once it's over, we'll have control of our party in the middle of a town on fire. What's happening? We'll be immediately tossed into a fight against... Villagers?

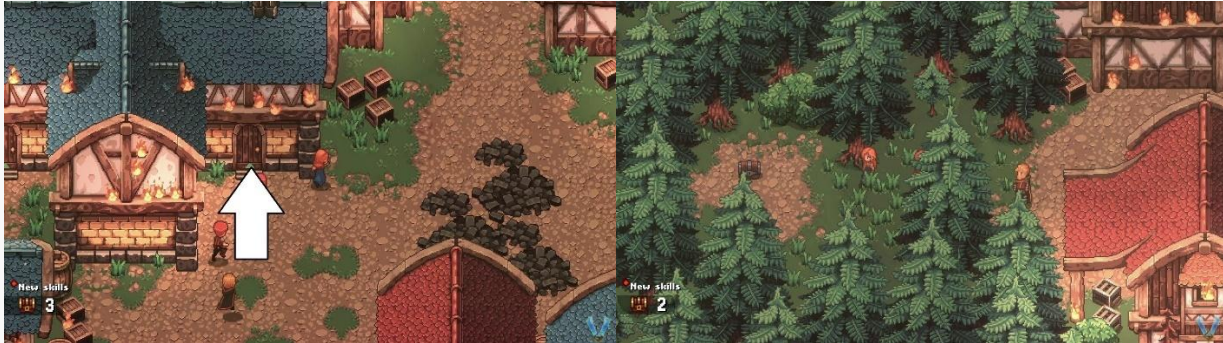


<vin> Am I seeing this right? Weren't we like on the other side, fighting to help/save them?

These enemies are total pushover so go ahead and deal with them. Watch the scene after the fight and we'll finally regain control afterwards.

## 8 Reach the enemy's commander

There are 3 chests to pick up in the area. From where we gain control head north and enter the house in front of us. Inside exit via the western room and back outside go left to find a chest with **Angel Wing x4**.



Continue going right and just past the rubble we'll have a fork. Go south first and go south between the houses to find a chest with **Meal x3**.



Head back north to the fork and we're going northeast now, but before you go too north, go right behind the house with the balcony and the red roof to find the final chest, this one has **Sweets x2**.





Head north for another scene. Afterwards, continue moving forward for another scene and fight with more Villagers. Hmm. The scenes will continue afterwards and we'll end up fighting some Baki. There's 2 of them and they're considered a "boss fight", but they're really not. Simply buff your party and attack. They have an attack that hits 5 times randomly for like 20 dmg. per hit so it's pretty much nothing.



Many more scenes will play out here and we'll go back in time to before the mission started.

We'll regain control on the outskirts of town. Go ahead and call your Sky Armor by pressing **R1**, press **R1** again to fly and then go directly west across the river and go back down to hover mode past the tall red grass. Afterwards go southeast to the river, follow it northeast and enter the cave to the north.

On the other side of the cave some scenes will play out where we lose control of our Sky Armor. So that's why we weren't using them. Anyway, once you regain control head north all the way until you enter the next area where we find "General Guston".

<vin> I completely forgot he existed haha.

After the scene we'll fight him. Just like with the Baki, he's a pushover. Simply buff your team, debuff him and attack. He'll end up creating a couple of clones you'll need to deal with. Even if you defeat him, you'll still need to defeat the clones.



After the fight the scenes will continue playing out and we'll be sent somewhere. Oh goodness, this is how we start the DLC!



# Beyond the Rift

## ! Step into the Mushroom Forest

There will be several scenes play out and we'll eventually regain control. Our party seems to have been split up so make sure to check your equipment once you regain control.

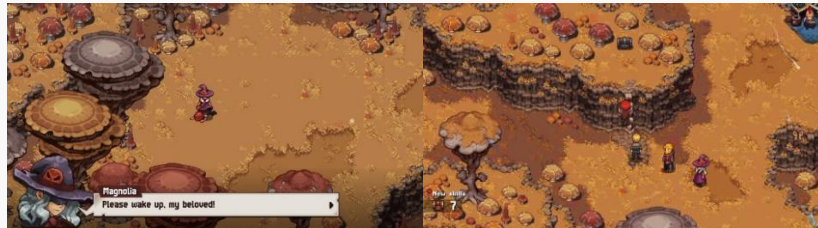
Once the scenes are over we'll get some info about the "New Features" the DLC has to offer. We have **Talents** now.

These are, to put it in broad terms, they're party skills, but more than that. You unlock fishing here, and brew potions, and can even make the party members stronger. We also learn that crystals are no longer obtained via crystal sources. Instead, enemies drop them now. All of these also have fixed stats. I like this a lot.

After all this, welcome to the **Mushroom Forest**.

## ! Find the rest of the party

Once we can move, head right and follow the path around and when it goes north, go up the ladder at the fork to find a chest with **ATK Up**.



Head back down and go northeast to find the merchant.

<vin> How the hell did he get here? Was he stalking us throughout the entire burning village area?

Ahem, he doesn't really have anything and our money is very limited so I recommend you don't buy anything. Head northwest from him to find our first enemy here, the **Chickcock**. We have a Bulletin Board note for these guys. We need to kill 17 of them. From where the fight was check the left side to find a ladder going up the side of the cliff. Go up to find a chest at the end with **Meal x3**. Slide down and go inside the cave.



|                                                                                   |          |           |                                   |                                                                                               |
|-----------------------------------------------------------------------------------|----------|-----------|-----------------------------------|-----------------------------------------------------------------------------------------------|
|  | Beast    | HP 4000   | Strong to Wind,<br>Weak to Earth  | Phallus (Common)<br>Earth Attack (Uncommon)<br>Undead Killer (Rare)<br>TP Up (Steal)          |
|  | Beast    | HP 2400   | Strong to Earth,<br>Weak to Water | Beauty Mole (Common)<br>Dark Attack (Uncommon)<br>Shield Ally (Rare)<br>Flying Killer (Steal) |
|  | Flying   | HP 6000   | Strong to Earth,<br>Weak to Wind  | Full Nose (Common)<br>Dragon Killer (Uncommon)<br>HP Regen (Rare)<br>Counter TP Regen (Steal) |
|  | Ethereal | HP 80     | No weakness                       | No Loot                                                                                       |
|  | Dragon   | HP 160000 | Strong to Fire,<br>Weak to Water  | Bag of Feathers (Common)<br>SOS TP Regen (Uncommon)<br>MND Up (Rare)<br>Sleep Hit (Steal)     |

| MERCHANT       |         |         |
|----------------|---------|---------|
| -\$            | USABLES | -\$     |
| Meal           |         | - 1000a |
| Sweets         |         | - 200a  |
| Panacea        |         | - 50a   |
| Eye Drops      |         | - 50a   |
| Alarm Clock    |         | - 50a   |
| Antidote       |         | - 50a   |
| Lozenge        |         | - 50a   |
| Sage           |         | - 50a   |
| Angel Wing     |         | - 400a  |
| Repair Kit     |         | - 600a  |
| Exchange Parts |         | - 1000a |
| Fetish         |         | - 75a   |



Follow the path in here and we'll be attacked by another new enemy, the **Molester**. What a name. Still, they're rather harmless. Kill them and continue until you exit the cave.



Back outside, you'll see a little thing you can "talk" to...

<vin> Man, this thing totally looks like a kidney bean, huh? And I just made chili the other day haha. From this little bean continue and as we go we'll see the rest of our party down below. Head further right, kill the Chicock...

**Note:** I recommend you unlock the **Animal Talk** Talen ASAP. This lets you talk to all animals.



... and afterwards head north. talk to the little bird if you want/can and as you go you'll continue seeing the other party members. You'll eventually go down the cliff. Down here head north for a scene where we'll take control of the other party members.

Once we regain control, once again check your equipment and make sure you're a-ok. After that go inside the house to find **1752a** inside the pot. Head back outside and go south down the cliff. Down here we'll fight another new enemy, **Chrioptera**. Just one to get you going.



After the fight slide down the right side into the water then follow the path north. As you go you'll see a large white mushroom in the middle of the water. Climb out the LEFT side first to find a cave. Follow this long path. It'll take you back outside and into the water. Head north when in the water and follow this path to find a chest with **Hideous Hide x5**.



Slide down the left side and go northwest. Follow this path and fight the 2 Chrioptera when you get to them. This is where we saw them before! After the fight go south following the white mushroom bridge to reach a chest with **Elrant Ore x5**.



Return to where the Chrioptera were and head north now. Follow this path and BEFORE you leave the area, go right through the trees to find a chest with **Old Fetish**. Thanks to **Zurlabic** in the comments for this one.



Continue to the next area where a scene will play out and our party will regroup.

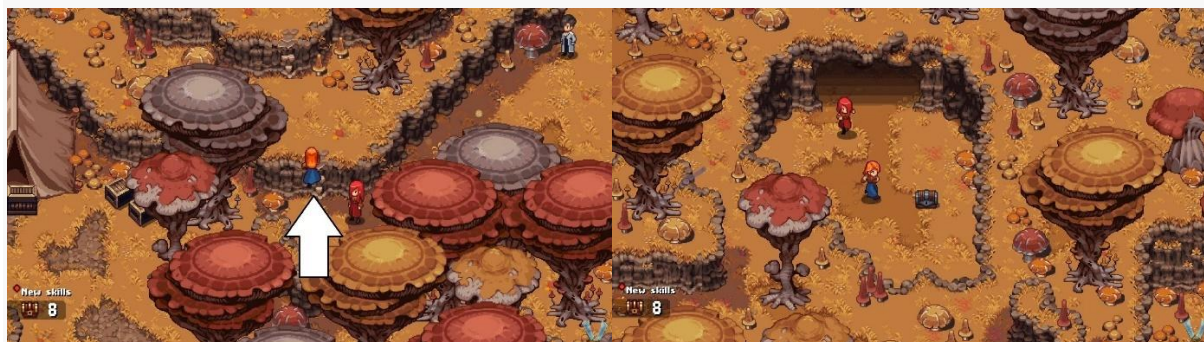
<vin> Man I'm not gonna lie, I completely forgot this game had this many party members! I only remembered like 5 of them!

After the lengthy scene we'll meet a couple of scientists and we'll end up fighting some Chicock. Continue watching the scenes after the fight.

## 🔔 Explore the realm beyond the rift

Once you've regained control, talk to all the scientists here. To the left we have the anvil where we can upgrade our weapons/armor. Go right and at the fork go south. Talk to the Researcher here then check the green barrel. You'll be asked if you want to open it. Go ahead and do so. This will put everyone to sleep.

From the barrel go south west and climb the cliffs. Follow this path until you reach a chest with **Eye of Heimfran x5**.



Head back and in the center of the camp you can see a single Researcher still standing. Talk to him and he'll mention something about moving the camp. Sounds good. For now head back east and go north now.

Kill the enemies right after crossing the bridge we have 3 ways to go: north to the Researchers, northwest into the cave, or west down into the water. Go down into the water first. You can go left and check with the merchant if you want, but you'll want to go right to find a chest with **Holy Symbol**.



Return and go into the cave now. Follow the path inside and go left at the fork to find a chest with **Miranda Fiber x5**.





Go right now and south at the fork to be back outside. We'll be where the Researchers are. Talk to them if you wish, but you'll want to talk to old man Talos on the left side of the waterfall. They'll end up moving the camp. Continue right now and you'll see some Chicko enemies next to a large one. DO NOT attack it. That's a Sky Armor enemy called **Strix**. If you attack it it'll hit you for over 1000 dmg. We'll eventually have to come back with our Sky Armors to kill some of them as there's a Bulletin Board note for them.



Instead, we can take it out in a different way. First, check the ground. You see how it's different from the rest? There was water here once. We need to do something to bring water back. We'll do this a couple of times throughout the course of the game so just remember this when you see trails like this.

Anyway, head north from the enemies and up the cliff (the cave leads back to the previous one). Up here check the left side to find a beaver's dam. Are there beavers here? Go ahead and do so. This will kill the Strix enemy down below and you'll be able to open the chest for **TP Cost Down**. You'll have to go through the cave to get across the water.



Head south now and when the path opens up and you see a Researcher, go WEST and up the cliff. Up here go north and you'll be in a fork. Go right first and hop across the gap to eventually reach a chest with **Carbon Bone x5**.





Return and go west now. We'll be on top of the camp from before with a chest that has **Hideous Hide x5**.



Go back to where the Researcher was and take the path south to the next area.

In this new area, go north across the bridge and from this area with the enemies head north first to find a chest with **Elrant Ore x5**.



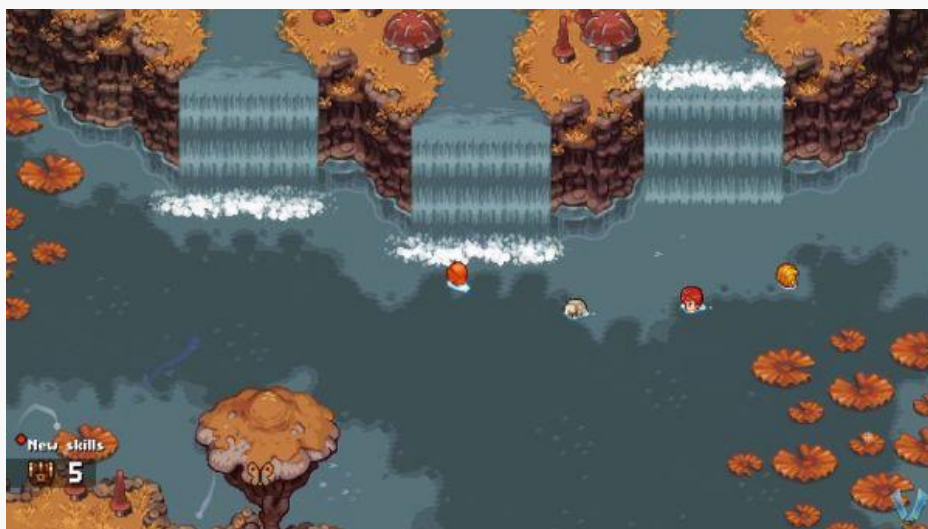
Return and go east now. You'll see a large green orb there. Approach it to trigger a scene. These are called "anomalies". It's kinda crazy.



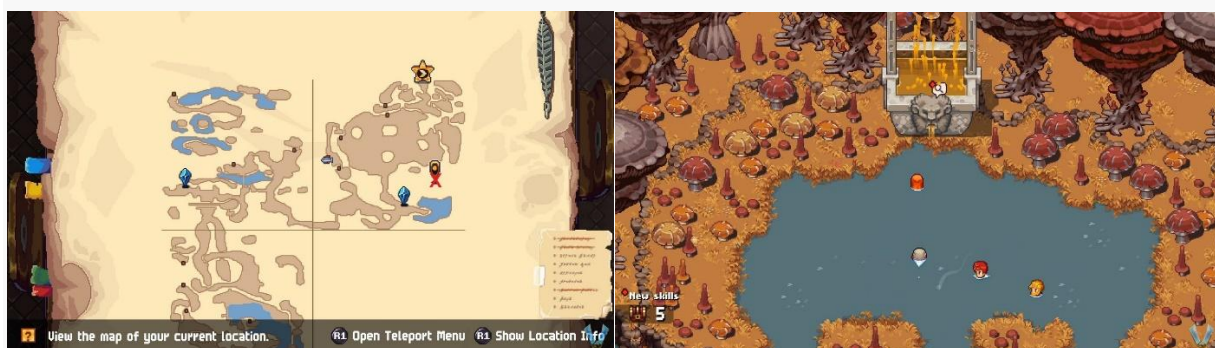
After the lengthy scene go south in between the "trees" and west when possible to find a chest with **Collector's Coin**.



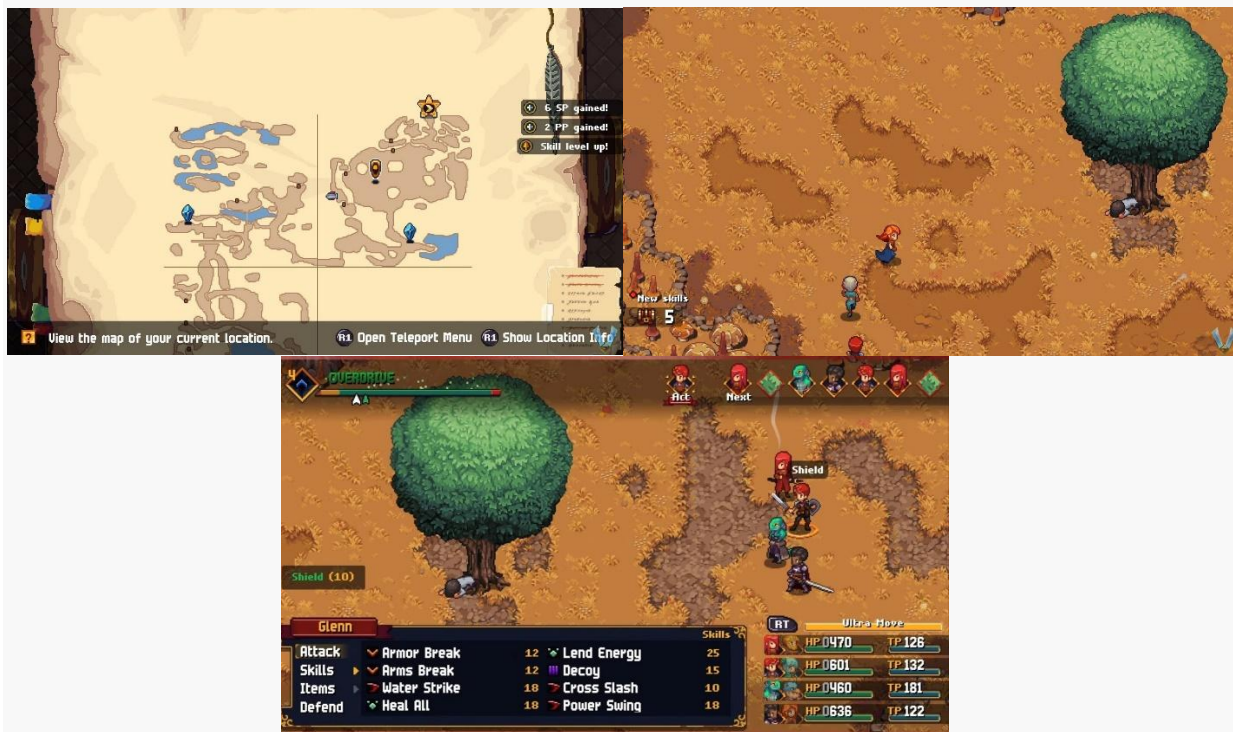
Head northeast now to reach a fast travel crystal. Cool! Upgrade your equipment if you want/need and from here go right first. Jump in the water and to the north you'll see 3 waterfalls. You can actually go up the **RIGHT** one.



Go up it and you'll find a **Pool of Power**. These things basically make it so you do more damage and you take less. Instant power ups!



Return to the fast travel crystal and go northwest now. We'll reach a large open area. Start by going northwest from the entrance and you'll see a really odd green tree with a Researcher. Approach it to trigger a fight a **Mimic**. This is the tree enemy mentioned in the Bulletin Board and it's extremely weak. It'll most likely go down in a couple of hits.



Talk to the Researcher afterwards and he'll give you a "sensor" we can use to play the Shovel Minigame.

**Note:** This little game is a pain. When you interact with the blue circle on the ground and agree to play the circle will expand. Afterwards we need to dig. Press  to have a bunch of gas come up from underground and you're supposed to find where you need to dig by seeing where there's a lot of gas coming out from.



I'm not going to lie, it all looks the same to me to be honest. You can kinda tell there's a bit more in the screenshot above, but it's VERY hard to tell the difference, at least to me. If it's also for you I recommend you press , go with your gut and start pressing  to see where to dig. The closer you are the bigger the BEEPs you'll see.

These minigames are EXTREMELY important because, once you complete it (you need to find 4 items), the last item you'll get is a **Class Emblem**.

Go ahead and play through this one and you'll get the **Sage Class Emblem**. This one is great.



After completing this, head directly north and you'll spot a green monster thing.



Talk to it and when it asks you, reply with "Boo!". This will make it run away. Follow it northwest! You'll see it go through the trees. This is actually a hidden path so follow it. You'll find a little settlement.



Check the bottom left corner to find a chest with **Crit Up**.



That's all we can do right now but we'll come back. For now head back to the main area and go southwest to find a Researcher and a cave. Head inside the cave to find a chest with **Fetish x2**.



Back outside, head to the northeastern corner to find some Chicocks and Chrioptera. Kill them and note the ladder north of you going up the cliff. This is the way to go. Before we go up, enter the cave to the west.

Inside, go up the ladder and destroy the dam. This will let water flow out. Cross the gaps afterwards, kill the Molester enemies on the other side and follow the path until you exit the cave. Drop down the ledge on the right after that.

Follow the little stream south, cross the bridge going west and continue south until you reach a spot where you can jump down into the water. Do so to find a chest with **Lucky Fang**.



Get out of the water and go east now. Talk to the male Researcher here and he'll mention a village. It's the little settlement that we saw where we chased the little kidney bean. If you tell him where it the monsters will kill him and you can get 5000a by checking the sparkle in the northwestern corner.

From the Researcher head north while sticking to the right wall to find a ladder going up. Climb it then follow the path south up here. Talk to the worm to get **5000a**. This only happens if you learned how to talk to animals.

In between the worm and the Researcher there's a lip on the left where you can jump across. From here go left, up, left (fork). Here go down first to find a chest with **Crit Up**.





Go left now and we'll be above the western cave. Go up the ladder here and follow the path until you reach the first **"Fishing Spot"**.

<vin> I swear I thought this whole fishing minigame always was in the game!



Fishing in the game is actually quite fun. You pretty much have a wheel of baits and you need to choose the right one based on the fish. Afterwards you need to mash  to reel it in. When it swims in the opposite direction, stop pulling.

There's also 2 types of fish: the ones that eat the bait and those that don't. The ones that don't, they eat fish. Yeah, you need to fish one of the smaller ones first and practically feed it to the larger ones.

The bait to use is actually quite simple to figure out:

- Green means that's the bait!
- Orange means it's next to the one you currently have selected.
- Red means it's on the opposite side of the ring.

Below I'll leave a screenshot with all the fish caught and what their bait to make your life easier.





Go down the ladder on the right and into the cave. In here go left first to find a **Pool of Power**. Let's go!



Return and take the other path to reach the cave from before. We opened that chest before! Head back to the northeastern side of the area and go up the ladder next to the cave to find an anomaly. Approach it to trigger a scene. This one is Glenn's!

After the scenes, notice how we have a ladder on the left and one on the right. Go up the ladder on the right first, go up a second one to find a chest with **Skill Points Voucher**.



Head back down and now go up the left one. Go up 3 ladders total then use the little "lip" here to jump to the far right. At the end of the path you'll reach a chest with **Party Points Voucher**.



Return to where the anomaly was and now go north. Go up the ladder and open the chest on the left for **Hero's Medal**.



Go north into the next area where a scene will play and we'll end up in another "boss fight".

**Note:** Not going to lie here, I kill them in a couple of hits. They have a single target attack that hits for around 50 dmg. and a Fire spell that hits everyone for around 40 dmg. That's pretty much all I saw them do.

After this fight and scene, simply head north to trigger more scenes and eventually this quest will end and the next one will start. You'll have to go through a little segment playing as Lenne's past self Tia, but it's mostly scenes.

<vin> After all this time, I'm still amazed this game was made by a single person. Pretty nuts, huh?





# The Big Escape

## ! Try to talk your way out of the situation

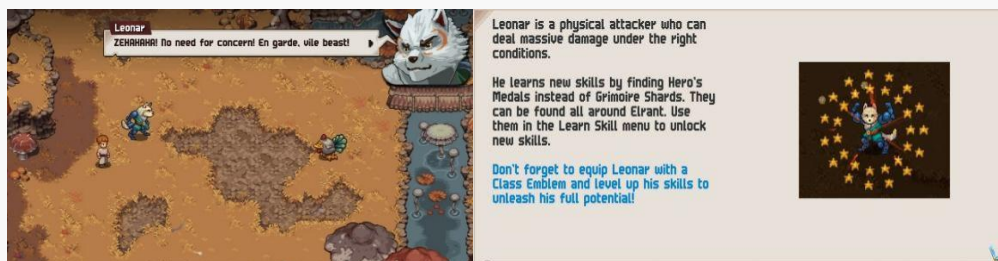
Well, we are now stuck in jail and we're playing as the little doggo. Nice! Approach the bottom left cell gate and you'll see a list of all your party members. By clicking on one you can watch a little scene of what the city's putting them through. They're usually pretty funny. Every 4 of them you watch will trigger an event with Leonar, but you can select to rest for the day to ignore the 4 character scenes and jump directly to Leonar's event.

The first event has you playing as Leonar and just fighting a Chicock. That's about it. The second event is much longer and we get to actually play as him.

<vin> This guy reminds me a lot of Lycaon from ZZZ (Zenless Zone Zero). Good stuff!

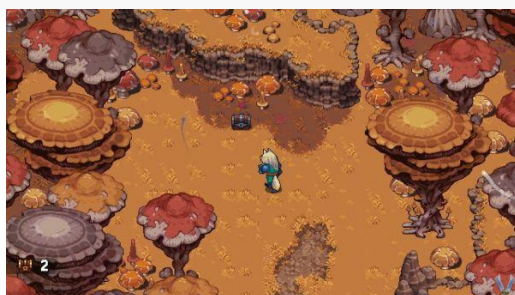
## ! Leonar's Event

Right off the bat you'll have some info about him.



Anyway, as Leonar, start by equipping a Class Emblem. I just gave him the Rune Knight one. Then head left across the bridge and follow the bottom left path first to get to a small island with **Hero's Medal**.

Return to the large area and head north up the wall now. Kill the Chicock then take the upper right ladder up to find 2 more Chicock. Kill them and go right from here. Drop down a ledge and open the chest for **Hero's Medal**. Another one?



Return to where the fight was and take the upper left path. Here going south leads back to where we fought the single Chicock. Instead, from the pond note that we have an upper left and upper right path. Take the upper LEFT first to find a chest with **Party Points Voucher**.

Return and take the upper right now, taking the thin northern path immediately to find the last chest here with **Flying Killer**. Go right now to find 3 Chicock. Kill them all and head right to trigger a scene with Leonar and then we'll be back with the party.

<vin> I was so upset because I missed the last 2 chests! Thank god this game has auto save, huh? Saved me from replaying a whole bunch haha.



## 8 Try to force your way out of the situation

Go through 4 more character scenes (should be your last 4) and after some scenes you'll regain control.

Head inside your cell... what is the merchant doing in here? Was he hiding in the toilet? Anyway, he doesn't have anything new but he's here if you need him. For now go right and you'll see a person in the cell. We'll need to come back to him later. For now head to the northwestern corner and take the stairs up to the next floor.

Up here we have an anvil. Use it if needed then go left to trigger a scene. They stole all of our powers. Hmm. To the south you'll see a large lock enemy. This is this area's boss but before we fight it we'll need to get our powers back. Hmm.

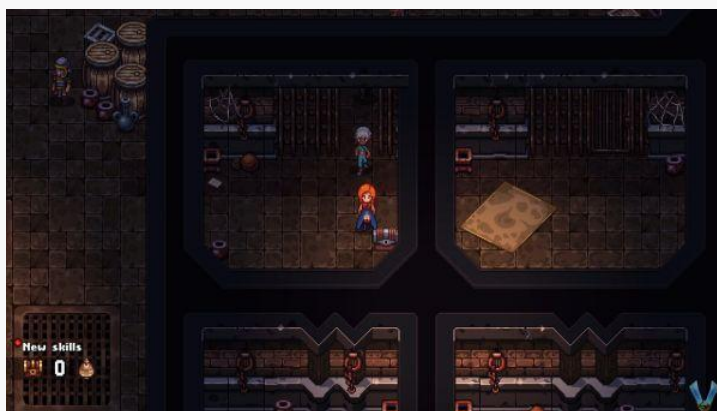
Start by heading back to the NPC in the cell from before and he tells us that we need to defeat other smaller "lock enemies" in order to get our powers back, the **Key Knights**. Now we know.

Head back upstairs and go west past the boss and up the stairs #2.

<vin> You see how all the stairs are numbered in the map? We'll be using those numbers to go through this area real quick.

On the second floor, enter the first cell south of you to find a chest with **Miranda Fiber x5**.

| MERCHANT       |         |       |
|----------------|---------|-------|
| -\$-           | USABLES | -\$   |
| Meal           | -       | 1000a |
| Sweets         | -       | 200a  |
| Panacea        | -       | 50a   |
| Eye Drops      | -       | 50a   |
| Alarm Clock    | -       | 50a   |
| Antidote       | -       | 50a   |
| Lozenge        | -       | 50a   |
| Sage           | -       | 50a   |
| Angel Wing     | -       | 400a  |
| Repair Kit     | -       | 600a  |
| Exchange Parts | -       | 1000a |
| Fetish         | -       | 75a   |



You can talk to the soldiers here for some reason... what? Anyway, go left and take the upper left exit #4 first. This takes you to a dead end with a chest that has **Human Killer** inside.



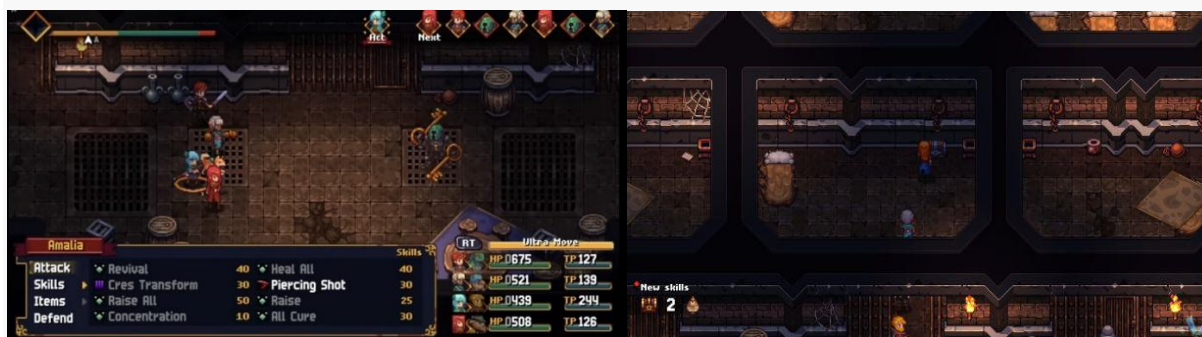
Return back downstairs and head south down the middle path to find our first Key Knight, the red one. All of them are the same. They have an attack that hits twice for around 40 dmg. per hit and can also hit the entire party twice for around 25 dmg. per hit per character. Not bad.

After the fight we'll have our attack skills back. Let's go! Further south, go left and pick up the sparkle for **Angel Wing x4**. Take the #3 exit now to go back down to the first floor. In this room you can find a chest with **Ringed Suit**.



Head back up to the previous floor and take the bottom right exit #5. We'll be on the third floor now. The second cell allows us to go to the northern side of the floor, but go right first to find the green Key Knight. This is the heals guy.

After killing him enter the next cell to find a chest with **Eye of Heimfran x4**.



Take the bottom right exit #7 up to the fourth floor where you can find both the brown and blue Key Knights! The buffs and debuffs guys to the far right. After killing them head back down to the previous floor and take the upper left exit #6 now.

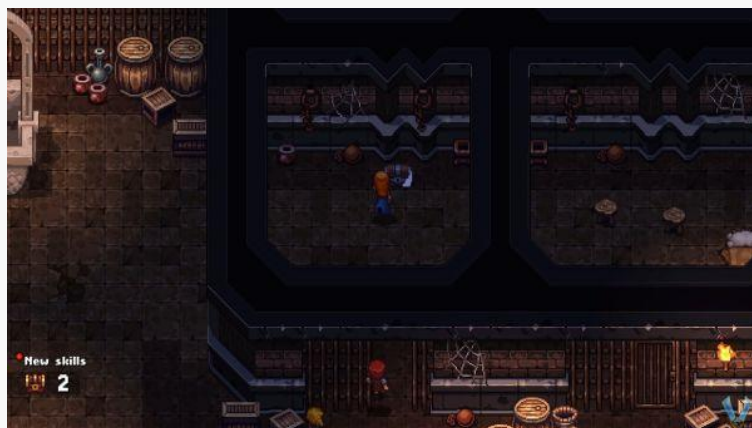


We are back on the fourth floor now. Go left and go up the upper left exit #8. We'll reach the fifth floor. Go south here and you'll notice exit %11 on the right and there's a hole on the left.

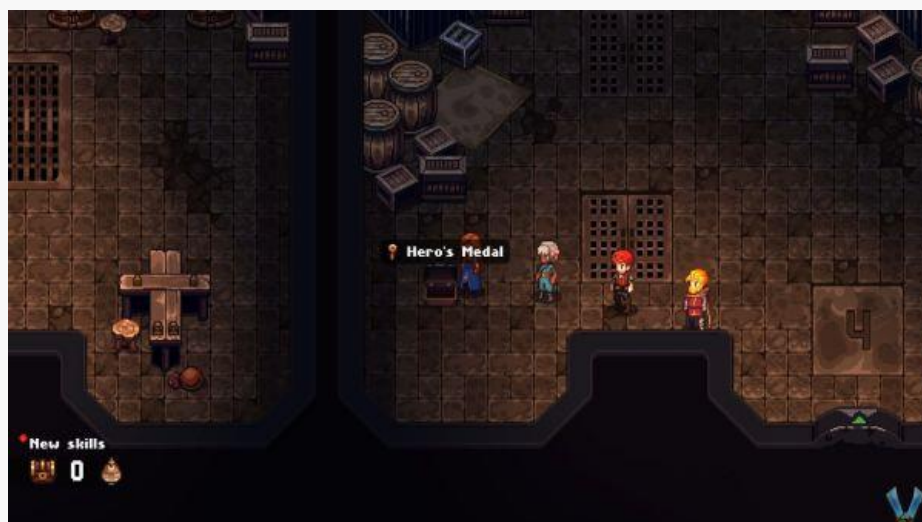
Take the exit #11 first. This leads to the sixth floor and as you go right you'll find a **Pool of Power**. Super useful! You'll also see a pair of Key Knights on the other side. Those are the last ones.



Now enter the cell to the right to find a chest with **Carbon Bone x5**.

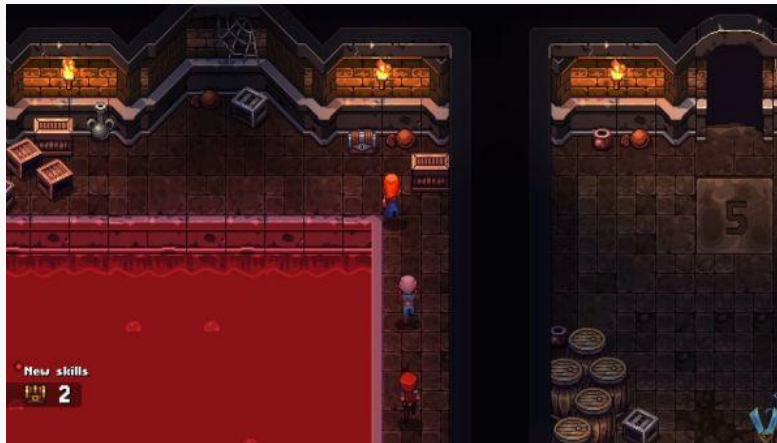


Return back to the previous floor and now take the hole. We'll be halfway down the staircase. Go **RIGHT** first down the stairs and open the chest inside for **Hero's Medal**.

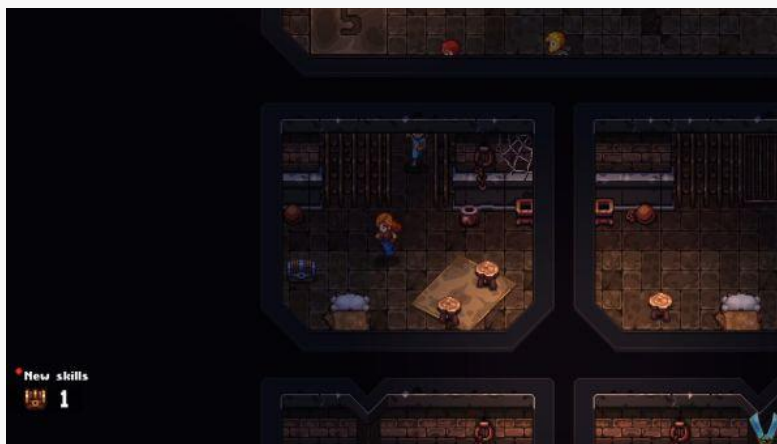




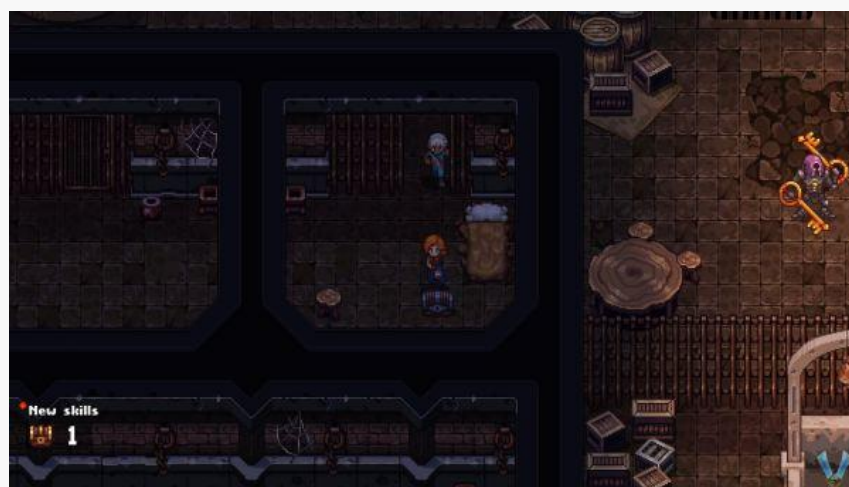
Return back outside and go up the stairs to the top. In here we'll see a pool of blood? Lava? What is this? Check the right side of it to find a chest with **MAG Up**.



Enter the upper left cell of the floor to find yet another chest, this one with **Hideous Hide x5**.



Head up the #10 exit, go left and kill the 2 Key Knights we previously saw. They are the last ones. Once you've done that, enter the cell on the left to find a chest with **MIND Up**.



Now check the upper left corner to find a portal. This takes you back to the entrance. Take it and once back to the bottom, save your game and head south to trigger a "boss fight".

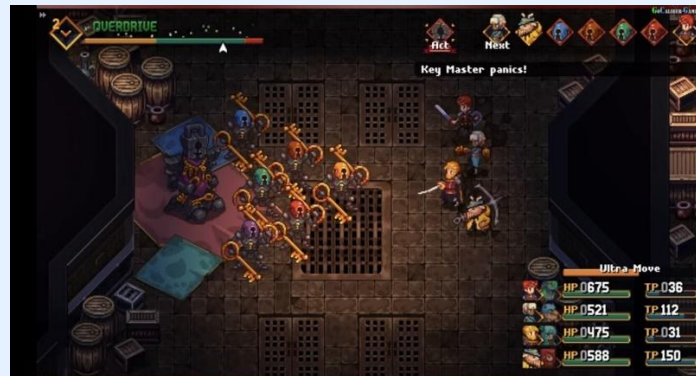
## BOSS FIGHT: KEY MASTER



Ok, for this to be a boss is kind of a joke. The Key Master for the most part doesn't do much. His only actual attack hits 10 times. The attacks are random so it doesn't hit as hard. He has a move where he doesn't do anything. Preparing Lock Down skips his turn where he gives you the Lock Down debuff, which prevents you from switching out party members for a couple of turns (thanks to **Var** in the comments for this!)

He also panics, which basically means he skips his turn as well. He can dispel all of your buffs for the party. This one is particularly annoying, but not so bad.

He can, however, and this is probably what makes him extremely dangerous, he can summon all 6 Key Knights. That's right, every single one will be here ready to attack you. They are as strong as you fought them before, and they all hit twice. However, he only ever used this attack when it was around his 10-12th turn, which leads me to believe this is a timed fight. In case you're curious, I defeated this boss before he could reach his 4th turn. Yeah, he's that weak.



- **Preparing Lock Down:** skips turn and prepares attack.
- **Lock Down:** grants you the Lock Down debuff which prevents you from switching out party members.
- **Key War:** hits 10 times randomly for around 35 dmg. each hit.
- **Dispel:** removes all your buffs.
- **Key Army:** summons all 6 Key Knights at the same time.

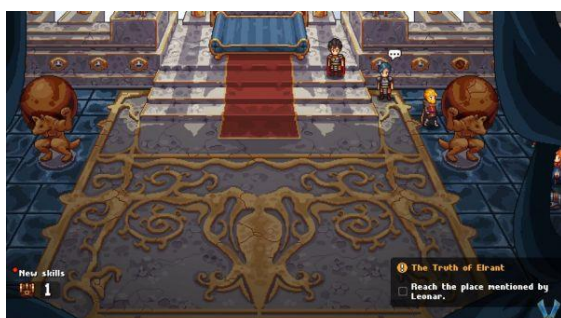
After the fight head south and exit this place to trigger some scenes. Yep, saw that coming. There will be several scenes here, and really good ones as well so enjoy them all.

Once all the scenes are over, the quest will come to an end and the next one will start.

# The Truth of Elrant

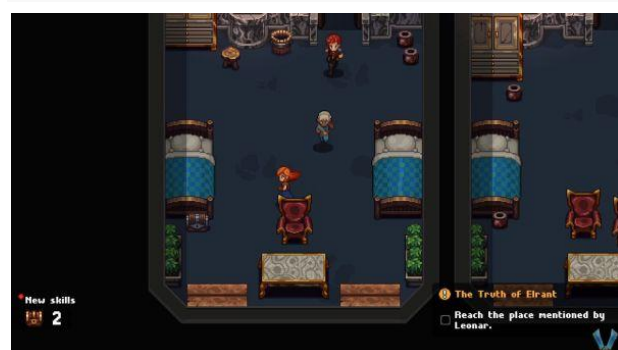
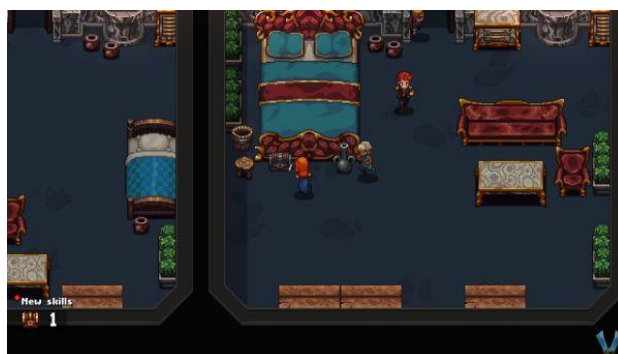
|                                                                                                   |       |         |                                  |                                                                                                     |
|---------------------------------------------------------------------------------------------------|-------|---------|----------------------------------|-----------------------------------------------------------------------------------------------------|
| <br>Chess Knight | Plant | HP 6000 | Strong to Light,<br>Weak to Dark | Fairy Skull (Common)<br>Blind Resistance (Uncommon)<br>MAG Up (Rare)<br>Evasionist (Steal)          |
| <br>Chess Pawn   | Plant | HP 8500 | Strong to Light,<br>Weak to Dark | Fairy Skull (Common)<br>Machine Killer (Uncommon)<br>Plant Killer (Rare)<br>Dark Resistance (Steal) |
| <br>Chess Tower  | Plant | HP 5500 | Strong to Light,<br>Weak to Dark | Fairy Skull (Common)<br>Light Attack (Uncommon)<br>SOS HP Regen (Rare)<br>Heavy Armor Bonus (Steal) |
| <br>Chess Queen  | Plant | HP 4000 | Strong to Light,<br>Weak to Dark | Fairy Skull (Common)<br>Counter HP Regen (Uncommon)<br>Save TP (Rare)<br>TP Regen (Steal)           |

## ! Reach the place mentioned by Leonar



We still can't fully explore, but for starters, go back up to the throne room and check the right side to find a hidden chest with **Save**.

Head back outside, go down the stairs and grab the sparkle on the left for **Angel Wing x2**. Enter the upper left room and check the drawers for **998a**, then enter the room directly south of this one to find a chest with **Poison Resistance**.

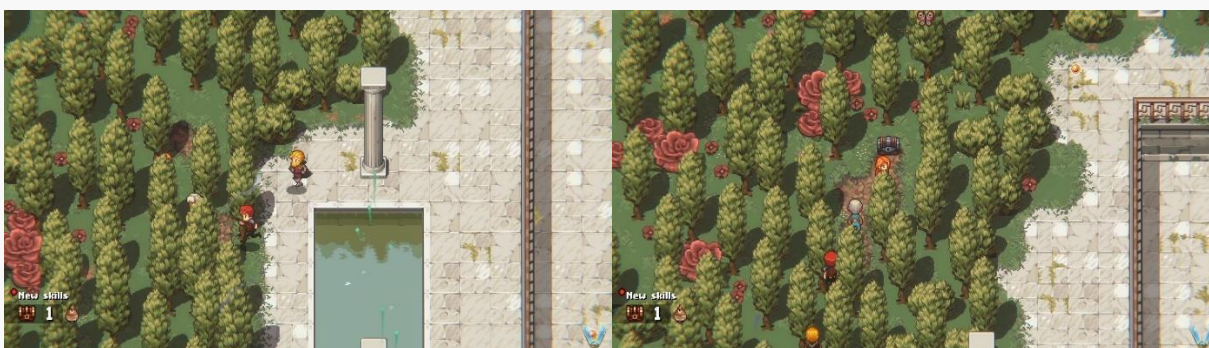


Return to the center of the area and go right now. Check the first door to the north and grab the sparkle for **Angel Wing x5**. Now check the middle bottom room to find **500a** in the dresser, and check the room to the right of it to find a chest with **Vanyard's String x4**.



That's all the chests here. Return to the teleportation crystal and head north past the guards. In the next room, use the anvil on the right if you need to and go north to reach our next area, **Lost Gardens**.

From where we enter, take the left path and you'll reach a little pool. The left side there's a path hidden amidst the trees. Follow it north to find the only chest in here with **Party Points Voucher**.



There's nothing else around here so head to the center where you'll see a chess board. Get on it and you'll end up fighting a Chess Tower and Knight. This is great because they attack in the same way real chess pieces move: Knight moves in an L-shape while the Tower moves straight. This last one hits both characters.

After the fight head through the door to the next area. Here, go right and you'll find a locked house. What are these? I guess we'll find out, eventually. The little pond in the center here there's also a new **Fishing Spot**. Just like before, I'll leave the screenshot below with all the fishes and their bait.



From here we can go north to a part that's not in the map. This is one of those garden mazes you see in movies and anime. Honestly there's not much to it and it's not difficult. At the center of it you can find **Captain's Anchor**.

**Note:** If you want the directions, they are: left x2, right, up, left, up, up, right, up, left, down, left. Easy.



Fast travel back to the fishing pond and go left to find another fork. There are 2 ways to enter the next area but take the bottom path to enter it.

In this new area, go left at the upcoming fork to find a chest with **Collector's Coin**.



Head north now to find another chess board. Another little fight here. Do note that we're fighting a Chess Pawn now. This is very important. They are not dangerous but, just like their chess counterpart, they move forward (in our case away from us) and once they reach the edge of the board they'll transform into a Queen, which is much dangerous (still not that bad). Note that we have a note in our bulletin board about these, but that is only until the boss fight.

Anyway, after the fight here check the bottom right corner to find our second **Fishing Spot**. Check the image below for the fish and their bait.

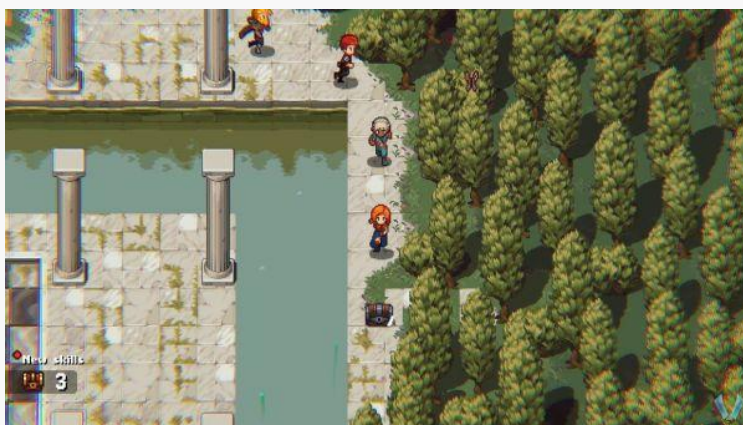




After this, go west from the chess board to find a chest at the end with **Flesh Shield**.



Head north from the board now and we'll be in a fork. Make a quick right at the corner and go around to the eastern side of the pool to find yet another chest, this one with **Counter Attack**.



Return and go west now for a chest with **2000a**. MAKE SURE to go southwest from the chest to find a large golden one with **Flesh of Farnese**.



Return to the fork once again and go north now. The path going east leads back to the previous area so ignore it and instead go west to another chess board. Kill the Pawns ASAP. Don't let them turn into Queens so you can end this fight real quick.

After the fight head north into the next area.



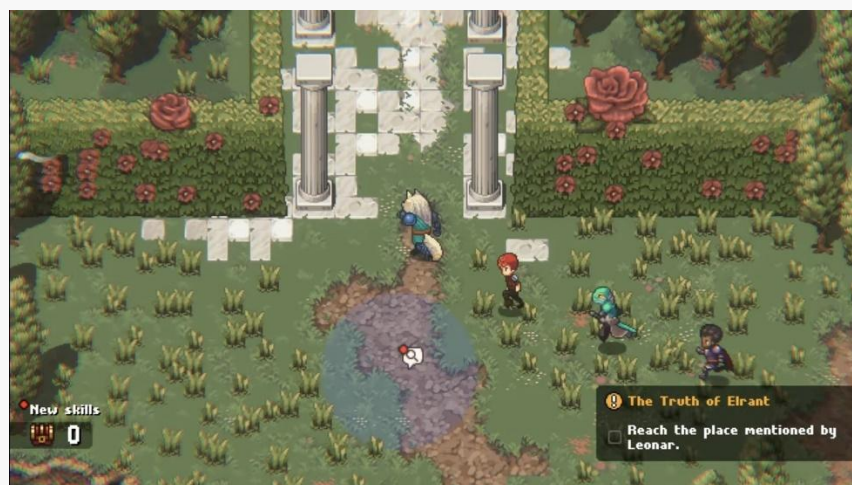
Nothing really going on in this area. Follow the path until you reach the anvil. From the anvil there's a hidden path on the right side in between the trees that takes you to a chest with **Hero's Medal**.



Go left from the anvil and you'll find another spot to play the **Digging Minigame**. It's the same as before. Go through it and you'll get the **Two Face Class Emblem**.



Now go ahead and prep yourself because as you go north we'll have a boss fight!



## BOSS FIGHT: FAERDRAKE



Ok, this boss is something else. The boss itself, that green blob thing, isn't really difficult. Yes, this is a really easy fight.

BUT, remember how I mentioned the bulletin board? Well, this is where we need to do that! If you didn't check, there's a square that requires us to let 4 Pawns become Queens, then kill them all in a single fight. THIS right here is what makes the fight a bit more difficult because not only are you fighting the boss, but you want to "wait" and take hits just so you can let the boss summon more Pawns, then wait more so you let them become Queens, then kill them AND kill the boss.

<vin> This fight is more of a hassle than anything else, but we gotta do what we gotta do to get that bulletin board filled up. I'll update the strat later on if we're able to do this whole Queen thing once we can fly.

Anyway, like mentioned above, if you're like me and are killing everything in just a couple of hits, then you'll want to wait your turns just so you don't accidentally kill the boss. Let him do whatever he wants. Let him summon the Pawns, let them become Queens, and once you've killed 4 of them total, feel free to kill the boss ASAP.

One thing that's annoying about the boss is that it can poison you. If he uses it a lot he'll miss a ton which is good. One thing to note is that the fight starts with 2 pawns. Let these 2 become queens and kill them. I say this because halfway through the fight he'll summon 5 pawns at the same time. It takes them 3 turns to become queens. If you killed the previous 2 queens, you only need 2 more so make sure to kill 3 pawns so you don't have to deal with 5 queens.

And that's pretty much it. Like I said, this is a really easy boss if you don't have to do the 4 pawn/queen killing.

- **Blinding Light:** hits all party members for around 50 light dmg.
- **Resummon....:** summons 2 chess pieces.
- **Poison Wind:** does no dmg. but poisons your party. The more he uses it the more it misses.
- **Summon Army:** summons 5 pawns.



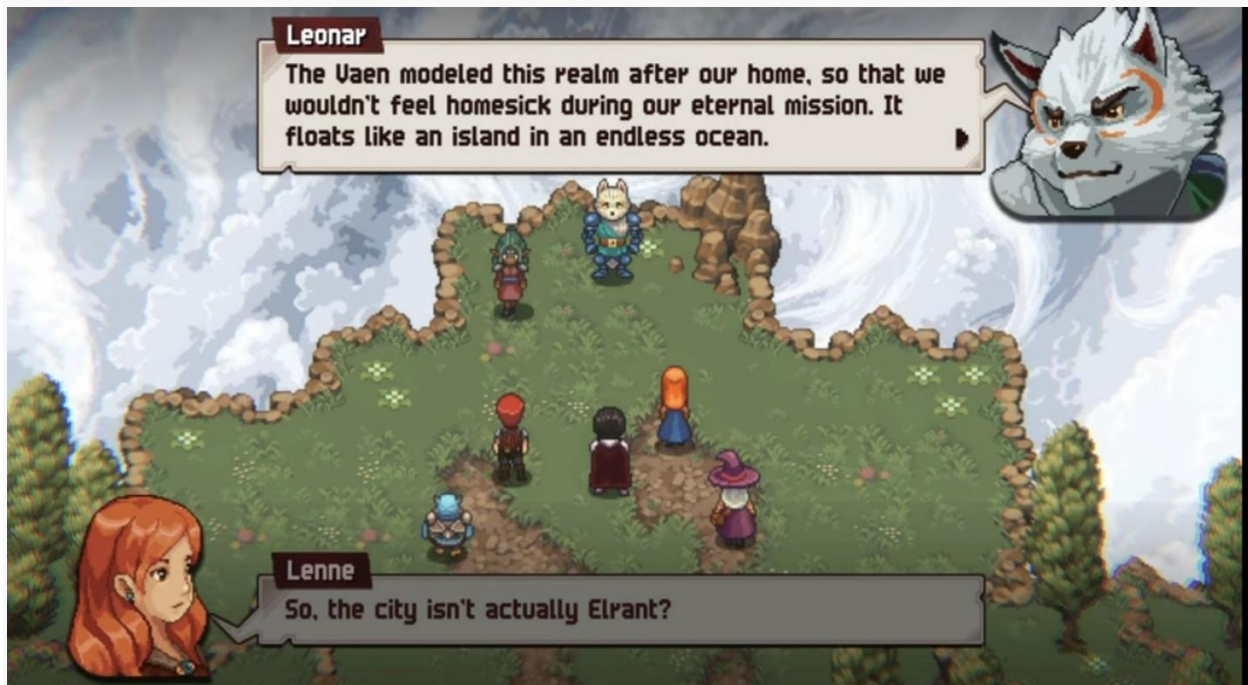
After the fight head north to the next area where a scene will play out when we move forward.



Once the scenes are over, head east and follow the path to the very end (north side) where we'll spot another anomaly. Afterwards, head west from the fast travel crystal for many more scenes.

<vin> These scenes surprised me! I was not expecting what we saw here!

Eventually we'll wake up back in the palace. Once the scenes are over, Leonar will officially join the party and the quest will come to an end, starting the next one, [The Open Way](#).





# The Open Way

## ! Leave the Castle

We regain control right outside the throne room. Go down the stairs and down the ones directly below you to reach the first floor. Down here, to the right you can find a shop that sells equipment for your Sky Armors.

Go down the stairs to the southeast and you'll reach the basement. Enter the first room in front of you to find a chest with **Goddess' Wool x4**.



Go left from the room and grab the sparkle for **Exchange Parts x2**. Go left past the hallway going north to find the gym and outside you'll see one of those really buffed dudes. Talk to him and you'll be able to use your SP and PP Vouchers here. Good stuff.



Nothing inside the gym itself. Go north up the hallway and the first room on the left is the dormitory. You can find a sparkle in the corner with **Fetish x3**. To the right of this is a cafeteria of sorts. Nothing in here.

Further north down the hallway is the hangar, and to the left the treasure room (locked of course) and to the right is the entrance to the prison. Nothing else for us.

For now head back upstairs and leave the castle through the central exit to the south.

As we exit we'll be welcomed to **Elrant City**. We can now actually explore, albeit just a bit.

### ! Find Bjorg and Hange

<vin> I wonder if that Hange is reference to Attack on Titan? Who's watched the show? I love it. Not the best, but I really liked it.

Let's make this quick. I'll just point out the important stuff but make sure you go around and explore as well. With that said, from where we start go directly south and in the center of the circle (where the star icon is on the map) you can find the teleportation crystal.

From here go up the stairs to the right of it and go northeast to find a chest with **AGI Up**.



Return to the crystal and go west past the stairs to trigger a scene when you reach the area with the pillars. This here is Bjorg. After the scene, enter the house to reach the **Old Town**. This is an objective in your bulletin board. We can't do anything in here sadly.

Head back outside and check the bottom left corner for a chest with **Fancy Leather x4**.

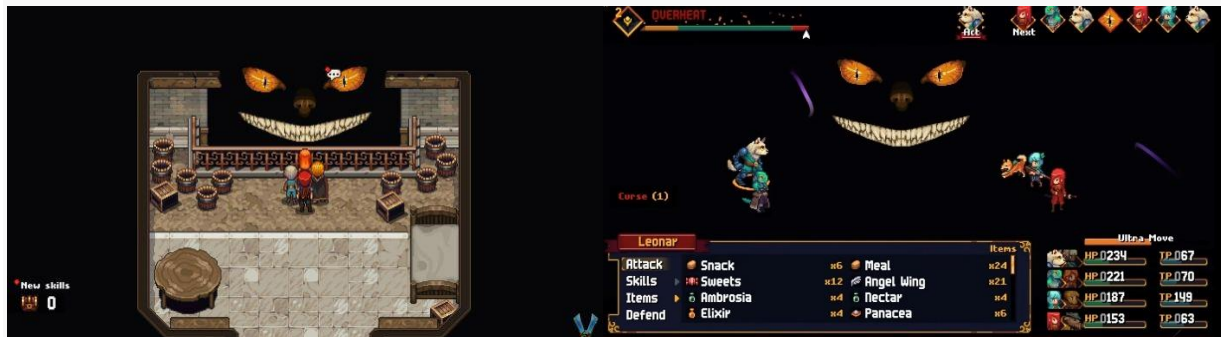


Open your map and do you see the 2 entrances southeast of the teleportation crystal? Head on over there and you'll see 2 houses. Enter the one on the left (blue roof) to find a HUGE cat in the background. Talking to it will start a fight.



**Note:** This is a good fight. He acts twice and has attacks like "Bad Mouthing" which hits fhte party for around 50 dmg. and can enter a Counter Stance. This last one is pretty annoying because his counter hits for around 220 dmg. Simply wait it out until his next turn.

After the fight he'll ask you for a favor, to look for his brother. Supposedly he looks very similar to this cat. Hmm. We'll keep an eye out.



Exit the house and go directly right to find the last chest in this place with **Mythical Skull x4**.



Southwest of the chest is a brown blob monster thing. This thing is Hange. Man, how low have you fallen!





## 8 Head to the central plaza

After the scene with him, head back to the central plaza (north of where the teleportation crystal is) and we'll have a lengthy scene. Once it's over, we'll have our next objective.

Just as a heads up, this quest is EXTREMELY long. Yeah, we need to go and basically complete both the Deadlands and the Wastelands. They are not separate quests. Why not? Who knows. Knowing this though, I'll be writing the Deadlands and Wastelands in their own page and linking it here so we don't have a gigantic page.

However, before we do that let's go and explore the rest of the city because there's a whole new area we need to check. For now, head south and enter the southern part of the city.

Once here go south down the middle path to trigger a scene where we see a bunch of soldiers leave. Afterwards, further south is the central spot of the map with the teleportation crystal. From here go right and there's a large building with 2 entrances to the north. This is the large shop. They don't really sell that much but you can purchase upgrade materials from them. They're pricey though.

You can go upstairs in here and out of the house. This lets you go talk to a bird but it says nothing important... at least I don't think it is.

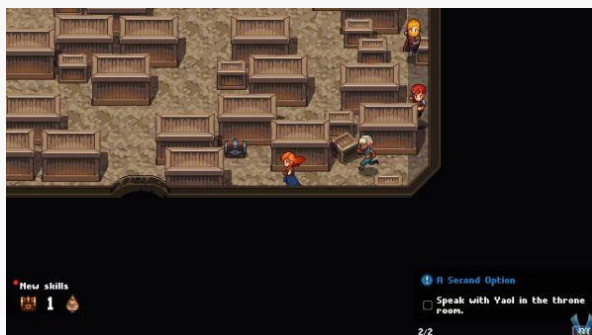
| ELRANT - MERCHANTS |                  |         |                             |
|--------------------|------------------|---------|-----------------------------|
| - \$ -             | WEAPONS          | - \$ -  | - \$ - ARMOR - \$ -         |
|                    | Nagelring        | - 5000a | Elrant Gambeson - 5000a     |
|                    | Ascalon          | - 5000a | Elrant Breastplate - 5000a  |
|                    | Kodandam         | - 5000a | Elrant Clothes - 5000a      |
|                    | Konigsmarck      | - 5000a | Elrant Robe - 5000a         |
|                    | Arquebus         | - 5000* | - \$ - SKY ARMOR - \$ -     |
|                    | Red Beryl Amulet | - 5000* | Sword & Shield S600 - 3000a |
|                    | Gungnir          | - 5000a | Hammer & Shield H600- 3000a |
|                    | Nodachi          | - 5000* | Great Sword GS600 - 3000a   |
|                    | Baki Sword       | - 5000a | Glaive V600 - 3000a         |
|                    | Tekko-Kagi       | - 5000a | Bowgun B600 - 3000a         |
|                    | Damenhoff        | - 5000a | Ether Cannon E600 - 3000a   |
|                    | Celestial Cards  | - 5000a | Support Drones D600 - 3000a |
|                    | Polished Fangs   | - 5000a | Elemental Cannon M600 3000a |
|                    |                  |         | Offensive Drones O600 3000a |
| - \$ -             | USABLES          | - \$ -  | - \$ - MATERIALS - \$ -     |
|                    | Meal             | - 1000a | Rainbow Ore - 1500a         |
|                    | Sweets           | - 200a  | Fancy Leather - 1500a       |
|                    | Panacea          | - 50a   | Mythical Skull - 1500a      |
|                    | Eye Drops        | - 50a   | Goddess' Wool - 1500a       |
|                    | Alarm Clock      | - 50a   | Vanyard's String - 1500a    |
|                    | Antidote         | - 50a   | Elrant Ore - 1125a          |
|                    | Lozenge          | - 50*   | Hideous Hide - 1125a        |
|                    | Sage             | - 50a   | Carbon Bone - 1125a         |
|                    | Angel Wing       | - 400a  | Miranda Fiber - 1125a       |
|                    | Repair Kit       | - 600a  | Eye of Heimfran - 1125a     |
|                    | Exchange Parts   | - 1000a |                             |
|                    | Fetish           | - 75a   |                             |



Return and exit the building. Go north up the passage next to the house to reach the market. Check the southwestern side to find a passage between 2 houses that takes us to a chest with **Vanyard's String x4**.

Return to the area with the crystal and go south. Don't exit the city. instead go east when possible and go all the way east and into the large building over here. This looks to be a warehouse. In here go

around the outer perimeter (in between the boxes and the outer walls) to reach the chest in the bottom right corner for **Goddess' Wool x4**.



| FISHING GUILD (LEVEL 1) |         |                 |           |
|-------------------------|---------|-----------------|-----------|
| -\$                     | USABLES | -\$             | MATERIALS |
| Attack Overdrive        | - 75a   | Elrant Ore      | - 1125a   |
| Heal Overdrive          | - 75a   | Hideous Hide    | - 1125a   |
| Buff Overdrive          | - 75a   | Carbon Bone     | - 1125a   |
| Debuff Overdrive        | - 75a   | Miranda Fiber   | - 1125a   |
| Utility Overdrive       | - 75a   | Eye of Heimfran | - 1125a   |
| Magic Overdrive         | - 75a   |                 |           |
| Oil Lamp                | - 50a   |                 |           |
| Waterbomb               | - 75a   |                 |           |
| Silph's Fan             | - 75a   |                 |           |
| Bolas                   | - 75a   |                 |           |

Return to the area with the teleportation crystal and look northwest to find a house you can go in. Enter here to find it's the Fishing Guild. They sell usable items, really useful ones. They can also sell some good items once we reach lv.5 and 10, but we're not there yet.

Leave the building and we're taking the western path now. As you go you'll see a large building with 3 entrances to the north, and a bridge to the south. There's not really much inside the northern building but feel free to check it out. For now go south across the bridge and immediately go right. Follow this path going around the top of the area and you'll eventually

reach a building with a chest that has **Rainbow Ore x4** inside.

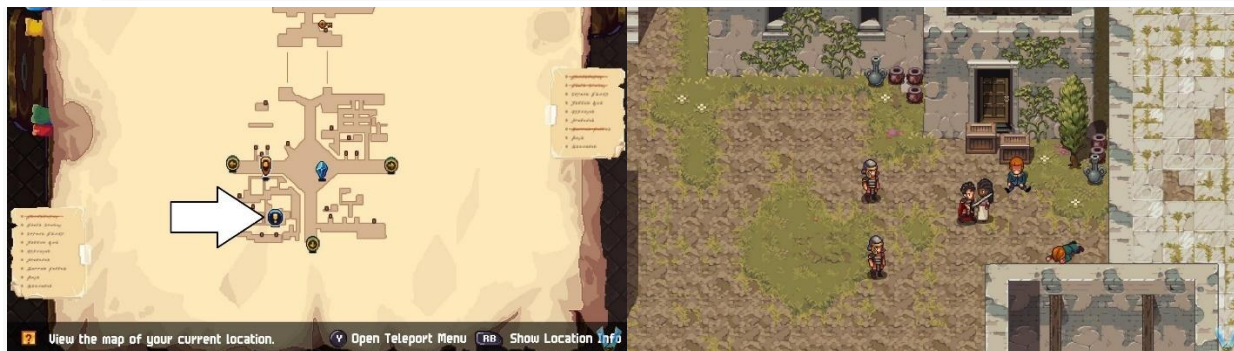


Head back north and go down the stairs around the corner to trigger a scene where we see Bastyan kill some NPCs.

<vin> Am I the only one that gets triggered that his sprite has a red cape, but his face artwork when he speaks has a green one? Haha.

Anyway, watching this scene will trigger a sidequest.

- [A Second Option](#) (pg.635)



After the scene, to the left we have a fork: a small staircase going up, or continue going left. Go left past the staircase and enter the house at the end. There's a huge cauldron in here. If you've unlocked the "Brewery" talent then you can make potions here. Note that these potions are story and exploration related, not really potions that heal you and stuff...

**Note:** We're going to need to brew a potion later in the "Deadlands" area so make sure you unlock the talent ASAP if you haven't already. It's only 20 PP so it's pretty easy to do so.



Return and go up the stairs now. Drop down at the end and STOP. To the right you'll see the entrance to a house. DO NOT go past the entrance. Instead go inside the house and exit via the other exit to find a chest with **Jack's Ring**.



Approach the left side the ground will break open and drop us.

<vin> MAN! I fell down here before opening the chest and I had to run all the way back! That was a pain to do! Make sure you don't do that!



## ! Investigating the Old City

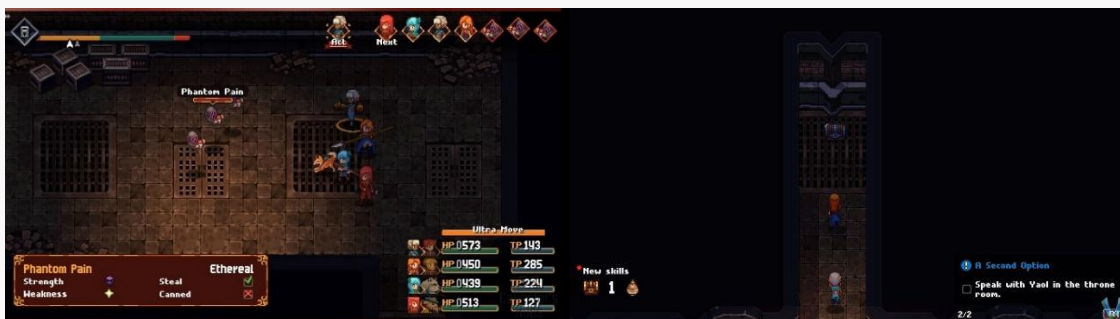
|                                                                                                   |          |         |                                  |                                                                                               |
|---------------------------------------------------------------------------------------------------|----------|---------|----------------------------------|-----------------------------------------------------------------------------------------------|
| <br>Phantom Pain | Ethereal | HP 7000 | Strong to Dark,<br>Weak to Light | Pain Killer (Common)<br>Human Killer (Uncommon)<br>ATK Up (Rare)<br>Light Armor Bonus (Steal) |
|---------------------------------------------------------------------------------------------------|----------|---------|----------------------------------|-----------------------------------------------------------------------------------------------|

Well, we are now in the Old City. Yeah, we've already been here, kinda, but now we can explore a bit. From where we land open your map and locate the exit on the eastern side of the area. This gets you back to the city, on the northern side. Pretty cool, huh?

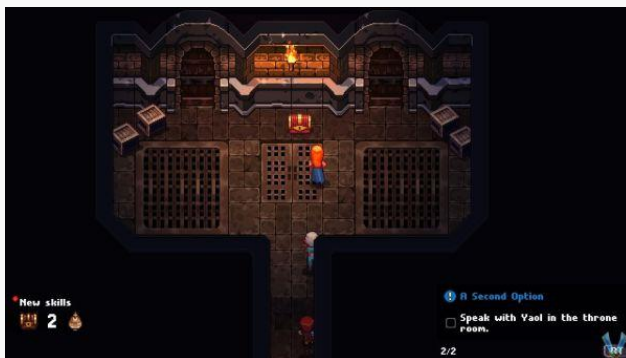
Anyway, from where we land go east and north at the fork. You'll fight some **Phantom Pain** here. They're pretty easy...

<vin> SNAAAAAAAKE!!!

Afterwards go west and north at the fork for a chest with **2780a**.



Return and go up the stairs and into the little room to the north to find a chest with **Demon's Claws**.



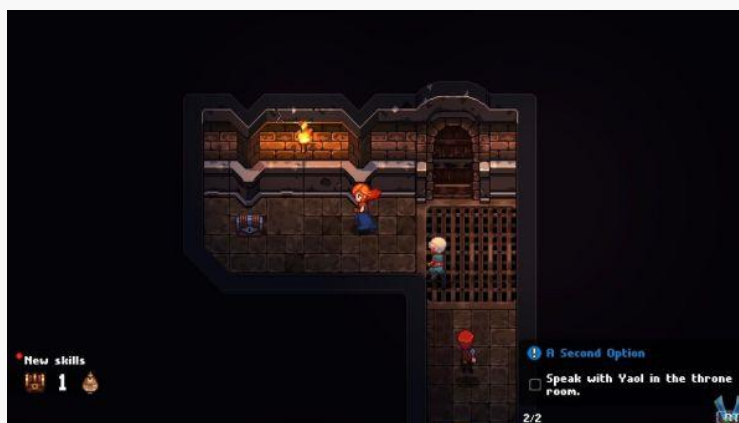
Go right and north at the fork to reach a new area. It seems to be pretty big. Open the only chest here in this dead end to find **Lion Crest Key**. Remember when we first entered the Old City we couldn't open the door? This is the key.



Return to the previous area and leave the Old City completely to be back in the city itself. Let's continue the exploration, shall we? We might as well. Head back to the northern area of the city, enter the house on the northwestern side and in here use the key we just got to open the door. Good stuff!

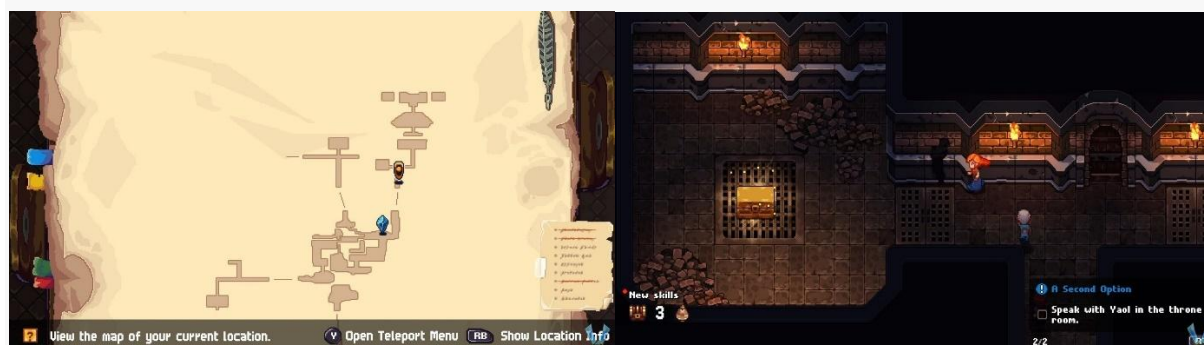


Inside, take the first fork north for a chest with **Fire Attack**.



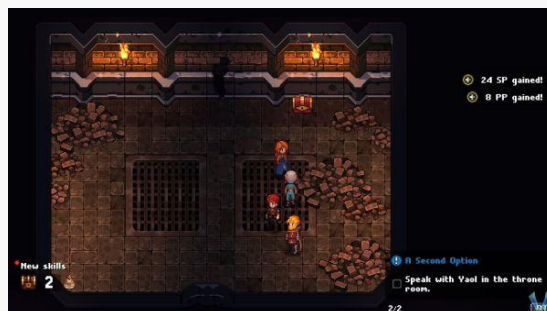
Continue going east into the next area, which is the same one where we found the key. Go up the roof and head to the second roof. Here you'll see a spot where you can jump down. Before doing so, go right and activate the teleportation crystal. From here go east and north to the next area.

In here go left first to find a large golden chest with **Flesh of Farnese**.



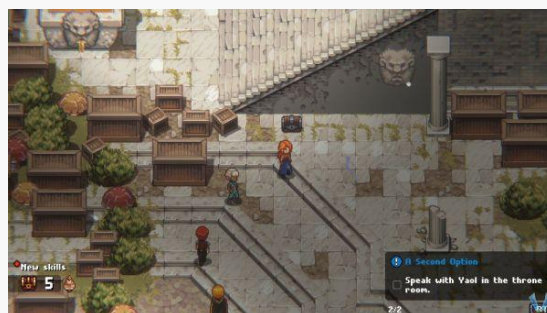
Going right leads to a dead end so return to the roof with the spot where we can jump down and do so. Follow the path around and head north to the next area.

Here enter the room to the north first to fight some Phantom Pain enemies and then open the chest to find **Master's Amulet**.



Head west into the next area, which is the last, or so it seems. You'll get the notification about your bulletin board.

Anyway, this is a dead end and the only thing you can find here is a chest with **Collector's Coin**.



We have explored everything in this place, at least right now.

## ! Exploring the Deadlands

With the Old Town out of the way, let us continue with the story. Remember that I'm dividing the exploration in their own pages, so click the link below for the Deadlands exploration. If you don't remember how to get there, from the central teleportation crystal in the city, take the WESTERN exit to reach this area.

- [Deadlands](#) (or pg.567)

## ! Exploring the Wastelands

With the Deadlands explored, let's go explore the Wastelands now. You reach this area by taking the EASTERN exit from the teleportation crystal in the middle of the city.

- [Wastelands](#) (or pg.586)

Once you've completed exploring the Wastelands (and the Deadlands of course), we'll be taken back to the throne room automatically where several scenes will play out and the quest will eventually come to an end, starting the final quest, [Deus Ex Machina](#). However, let's go and do a cleanup of all the areas in the DLC. Click the link below to go to that page. Of course if you don't want to do it and want to just finish the DLC, click the link above.

- [Final World Exploration](#) (or pg.603)



# Deadlands

|                                                                                                             |        |          |                                  |                                                                                                      |
|-------------------------------------------------------------------------------------------------------------|--------|----------|----------------------------------|------------------------------------------------------------------------------------------------------|
| <br>Nymus                  | Undead | HP 10000 | Weak to Light                    | Human Leg (Common)<br>Clothes Bonus (Uncommon)<br>TP Cost Down (Rare)<br>Aura Ally (Steal)           |
| <br>Hiero                  | Undead | HP 12000 | Strong to Dark,<br>Weak to Light | Sharp Nail (Common)<br>Ether Killer (Uncommon)<br>Paralyze Resistance (Rare)<br>Dispel Hit (Steal)   |
| <br>Skull Ghost            | Undead | HP 12000 | Strong to Dark,<br>Weak to Light | Morbid Cloth (Common)<br>Earth Resistance (Uncommon)<br>Aquatic Killer (Rare)<br>Robes Bonus (Steal) |
| <br>Elrant Rebel           | Human  | HP 12000 | Strong to Fire,<br>Weak to Wind  | No Loot                                                                                              |
| <br>Elrant Rebel<br>Leader | Human  | HP 14000 | Strong to Fire,<br>Weak to Wind  | No Loot                                                                                              |



After the introduction to the area, head west to a fork. Go north then you can go east at the next fork if you want. There's another locked building over here. Kind of weird, huh?

Anyway, head north from the previous fork and go east at the next one to find a chest with **Mythical Skull x4**.

Go west now and at the end it looks like a dead end, but on the right side there's an invisible path. You can't fall so take it to reach our first **Pool of Power**.



Return to the fork near the start of the area and go west now. Make sure to take the very little path going southwest to find a chest with **Rainbow Ore x4**. I missed this one the first time I went through here.



We'll find a teleportation crystal and an anvil you can use. From here let's take the southwestern path first. From this area, you can go south to reach the area in the Mushroom Forest where you first played as Leonar. If you missed the chests like I did, you can go get them.

However, if you check the northwestern corner of this area you can find a little ladder going up. Follow this path and you'll find a chest at the very end with **MIND Up**.



Head north from the teleportation crystal and in the area up ahead, kill the enemies and check the left side of the little pit to find a chest with **Fancy Leather x4**.



Head north from here to find another invisible path. Following it to the north leads to the next area. HOWEVER, halfway through it you can go left. A fork in the hidden path. This leads to the southwestern area of the Deadlands but I'm not going to cover it right now. We'll do so later once we're stronger because there's a tough boss over there.

That being said, still take this left hidden path and you'll be able to check that there's another fork, or a couple of them. Take the first one north to find a chest with **Ethereal Gear** then take the next one west for another chest, this one with **Vanyard's String x3**.



The path going south leads to the area we're ignoring right now but feel free to go there and activate the teleportation crystal that's right at the entrance. Once you've done so, return to the first fork in the invisible path and head north into the next area.

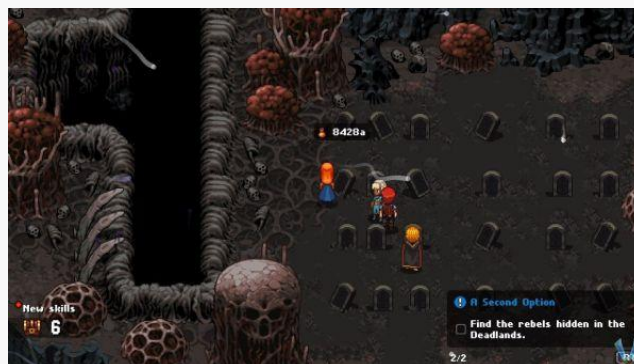
As we enter the area, head north for a fight then we'll be left at a fork. Go north to the "bridge" made out of plants with eyeballs and at the end you can find a chest with **Water Attack**.



Return to the fork and go east. This leads to the village where the sidequest A Second Option takes us. I'm going to assume you started it so let's go over it here.

### ! Part of "A Second Option" Sidequest

As we approach the village we'll have a scene with Bastyan. Once it's over, enter the house to the right of the teleportation crystal and read the note. What is that? Well, exit the house and go northeast to a graveyard. Check the first gravestone on the second row to find **8428a**.



Southeast of the graveyard is a ledge you can jump down from. Jump down to a plant eyeball bridge and follow it down to find a chest with **Bowgun V700**.





Climb the ladder and slide down then check the house to your northeast. Inside you can find... what is this? Talk to the "Gothic Girl" and she'll give you **Cute Lantern**. What is this for? It's a key item.

Leave the house and go west to find a blue circle. It's digging time! Of course, this is the same as the last 2 we've done so far and you'll get **Sovereign Class Emblem** as a reward. Nice. This one is actually REALLY good as it has "King's Punishment", which allows you to attack very enemy once for 3x damage. Perfect to end fights quick.



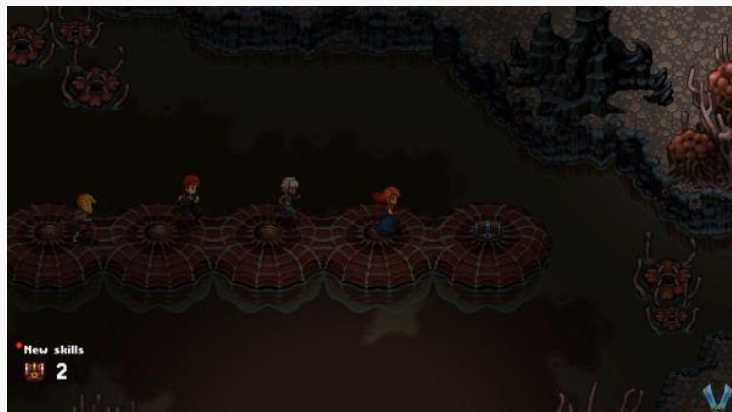
Head back north across the bridge and enter the house left of the crystal and go through the hole in the wall. In here go north at the fork to find a chest with **3891a**.



Head east now, watch the scene and head north to reach a fork. Go right first then follow the bottom right path for another chest, this one with **Inact Resistance**.



Return 2 forks and go north now. Get on the plant eyeball bridge thing to find a chest at the end with **ATK Up**.



Return back down and take the upper left path now to find 3 soldiers. Yeah, these guys are part of the resistance so we'll need to deal with them. Sorry lads.

From here head east to reach an anomaly. This one shows us Magnolia! When you regain control, go east, kill some more soldiers and head north for the final chest in here, this one with **Skill Points Voucher**.



Return to where we saw the anomaly and head north and exit the cave.

Back outside, move to the end of the path to trigger another scene with the resistance. We'll end up fighting them. The little captain doesn't really do anything different so deal with him as well. The scenes will continue after the fight and once its over, open the large chest for **Glaive V700**.



And with that, we're done with this little sidequest segment. [CLICK HERE](#) (or pg.635) if you want to continue with the sidequest.

! *Continuing the exploration*

Return to the fork right outside the little village and head north across the bridge. Go west and you'll see a new **Fishing Spot**. Nice!



Head up the little ladder to the west and we'll have another fork. Go west across the bridge first to get a chest with **2500a**.



Return to the fork and to the right we have another one. We can go north, or east. Go EAST first then follow the upper path when you reach the split. You'll cross a bridge and then reach a fork (path going west and a ladder going north). Go west first to find a chest at the very end with **HP Up**.





Return and go up the ladder now, killing the enemies up here. After doing so, go north from here first to reach a chest at the dead end with **Lively Ingredients**.

<vin> This is a VERY important chest as we need it to proceed with the story so make sure to grab it!



Return and go east now. As you go you'll end up going south and down a ladder. Here we can go left or right. Go **RIGHT** first and check the bottom left corner for a chest with **Merlin FM700**.



Return and go left now, using the lip on the ledge to jump left, then north. This takes us back to where we need to be. From here go north across the bridge then go west into the next area.

This area right now is a dead end right now. However, to the north you can find our second **Fishing Spot** of the area...



And across the bridge there's a chest with **King's Greatsword**.



Fast travel back to the teleportation crystal in the village and from the fork right outside it, go WEST this time. We haven't gone this way but we've already opened up the next area since we got that Fishing Spot.

Anyway, as you go west, go south when you reach another fork (right before leaving this area) and enter the house down here. This is the brother of the huge cat we fought back in the city. We don't need to fight him this time but he won't go back until you find his owner. Hmm! Oh well, we'll come back later... maybe.

**Note:** Make sure to go back to the cat in the city and let him know and he'll become an "Outdoor Cat". Basically he leaves.



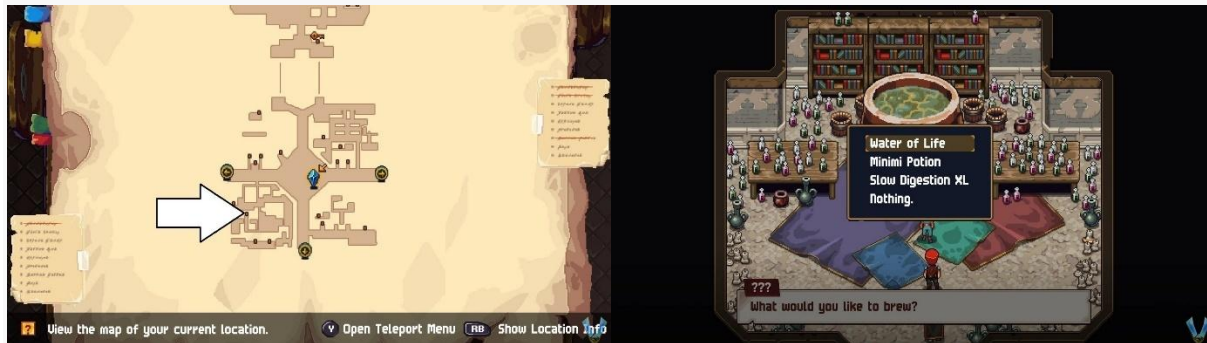
Return to the fork outside and go west now into the next area.



Once here talk to the soldier and he'll mention we can't continue because the Deadlands are going crazy and it's blocked off our path. Hmm. We'll need to make some **Water of Life**. Gotcha.

Remember I mentioned we needed to make some potions back when we were back in the city? Yes, this is why. We also need the "Lively Ingredients" item we previously got!

Fast travel back to the crystal in the center of the southern area then go to where the cauldron is and create the Water of Life potion.



Once we have the Water of Life, return to where we talked to the soldier in the Deadlands and interact with the green mushroom tree thing in the center and you'll see how it changes the surroundings. This is cool!



Once you're able to move, head south right away to find a chest with **Lankintin Star**.





Head north from the fork now, and follow the path to the very north where you'll find a lone chest with **Collector's Coin**.



Return to the fork down south and go left this time. We'll be in yet another fork. Well, the large skulls to the left are blocking our path (they're enemies in a little bit) so for now go north and go around the area until you reach another one of those green mushroom trees. Use your Water of Life to change things up.

Once you've done so, go right and south to start a fight against those large skulls from before. After the fight go west and at the fork go south first. To the far south there's a hidden passage you can't see. It leads to a chest with **Light Resistance**.



Return and take the upper left path now to find another mushroom tree. Use your Water of Life on it. Once you've done this, return to where you fought the first large skulls and from this area go north all the way. You'll cross a bridge and see another mushroom tree on the right behind the bones. To get it simply go west and north around the large rock in the center.



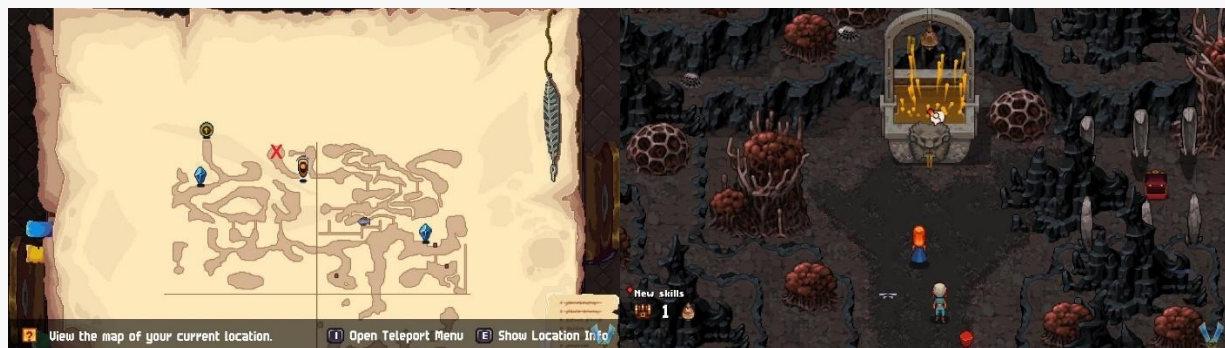
After doing this, before moving look to the bottom right of your screen and you'll see a little lip that allows us to jump down into the water, next to the bridge. Go there.



Once here jump down into the water and go west. We'll want to go past the bridges using the little bit of clean water to swim across. You'll be able to get out from the other side.

Once you get out, move ahead and kill the Skull enemies. From them take the upper left path and use your Water of Life on the mushroom tree. This cleans the area... but that's it? No! If you look closely, this is the origin point of the water! It basically cleans the entire river.

Head back south and get back in the water, and now take it right. Go all the way right and get out at the end, then head north to find a **Pool of Power**.

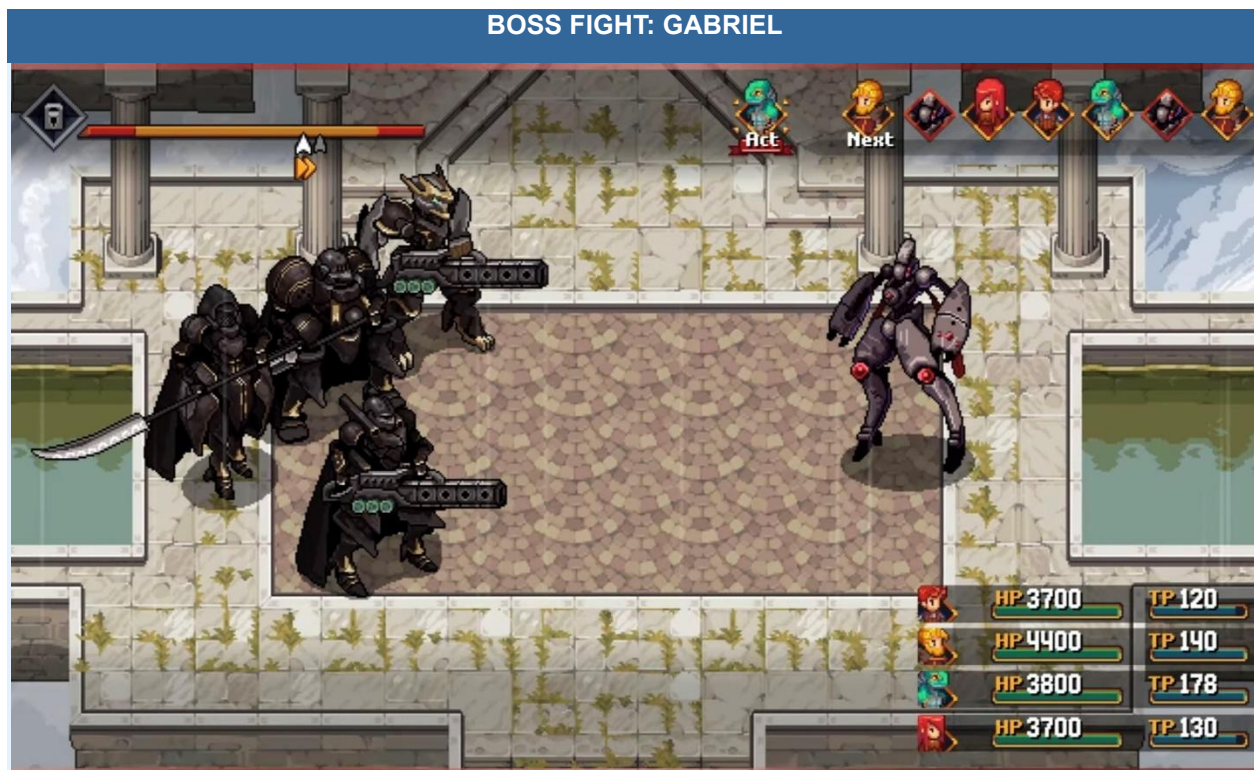


Return to where you fought the last skulls and go right now to find an anvil and a teleportation crystal. From here go right and at the fork, to the right it takes us back into the Old City. I'm not adding that to this page. Instead I'm adding it to the World Exploration page.

For now, head north and into the next area.

This is our destination target, the **Sky Isles**. Go ahead and save your game then move forward to trigger a scene and then a boss fight.





Ok, this fight isn't too hard. He'll feel much more difficult if you're like me and completely forgot how these Sky Armor battles were.

Well, a quick TL;DR: keep an eye on the top left bar. If you've unlocked the talent that helps with these Sky Armor fights, then you'll only have Gear 1 and Gear 2. Gear 1 moves the bar to the right, while Gear 2 moves it to the left. You of course want to stay in the orange zone.

While in Gear 1, at the start of your turn you'll replenish some TP. You want to change between Gear 1 and Gear 2 to keep your damage up but also keep your TP replenished. For this I highly suggest you keep 2 characters in Gear 1 and 2 in Gear 2. When your characters are about halfway through their TP, switch them. Since we don't have Gear 3 now then this should be a breeze.

As for the boss, he shockingly doesn't have any attacks besides a normal attack that hits one party member and a counter which you should try to avoid by not attacking him.

- **Act Twice:** allows him to act twice per turn.
- **Act Thrice:** allows him to act three times per turn. This is usually when you've dealt enough damage to the boss.
- **Basic Attack:** hits for around 600 dmg.
- **Counter Stance:** counters all physical attacks.

After the fight we'll have some scenes. Once they're over, this exploration will also be over. Head on over to The Open Way quest page so you can continue with the exploration.

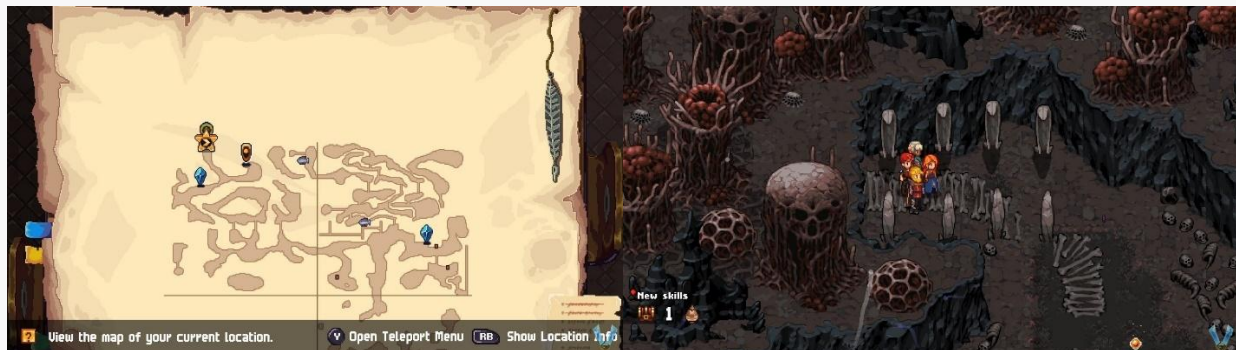


# World Exploration

## ! Old City

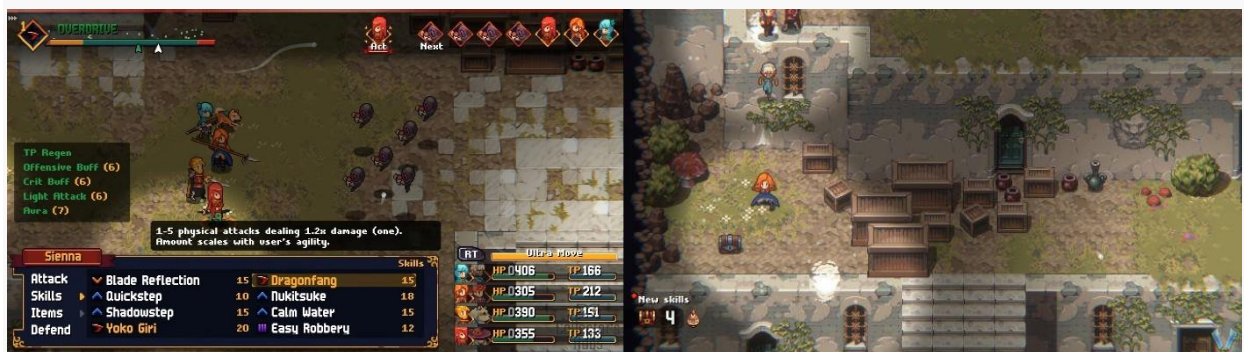
Since we can now use our airship, let's explore the world, at least what we can right now. Of course, before we do the whole exploration with the airship, let's go explore the Old City. Remember the entrance I mentioned at the end of the Deadlands? Let's go there.

If you don't remember where it is, fast travel to the northwestern teleportation crystal and go right from it and around and you'll see a hidden path going into the side of the cliff.



Inside follow the path and go down to the bottom of the cave where you'll enter the Old City.

In here go right, kill the Phantom Pains and jump down the wall. At the bottom we can go left or right. Go left and jump down the ledge in the bottom left corner to reach a chest that has **Mythical Skull x4**.



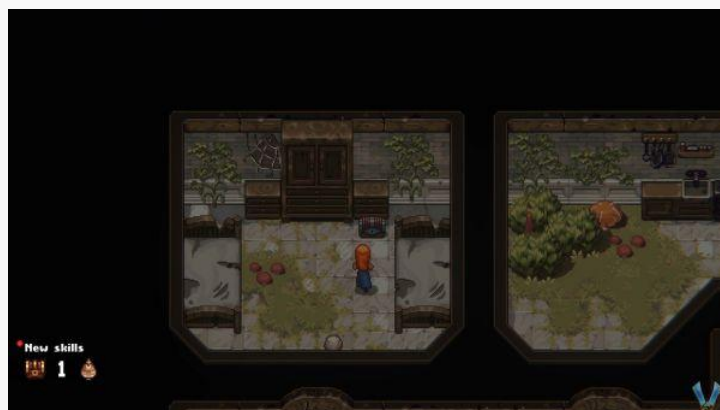
Jump down and enter the building to the right of the stairs. Go through the building and back outside go left to find a chest with **Evasion Master**.



Head to the far right now and enter the building. Go through this one as well and at the end you can find a chest with **Vanyard's String x4**.



That's all we can explore on this side. Return across the last 2 buildings then enter the upper left building (in front of where you first jumped down the ledge). Inside, go inside the first room to find a chest with **Evasionist**.



Go right now and down the stairs and exit the building. Out here go down 2 sets of stairs. At the bottom go right first and around to find a **Pool of Power**. These are ALWAYS welcome.



Take the left path now and at the bottom, on the southern side you'll see a hole you can jump down into. Do so and you'll find a cave with a teleportation crystal. If you go north you'll see platform with 4 colored crystals. What is this place? This screams boss fight!



There's nothing we can do and we're pretty much done exploring... right now at least.

Go ahead and call your airship now and we'll be able to move around. Let's do this.

## Northwestern Island

You can find this one northwest of Deadlands.



Once we land, get on your Sky Armor and go to the larger island to the northeast. Get off here and open the large golden chest for **Flesh of Farnese**.





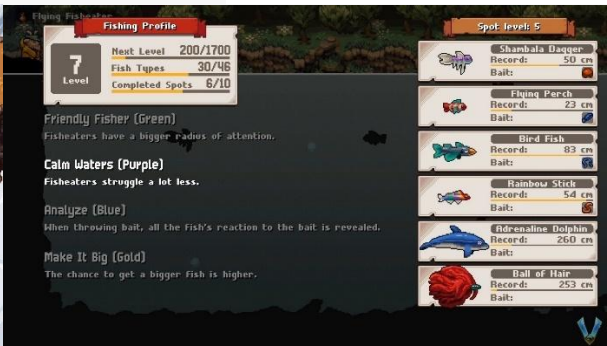
Northeastern Island

This one is located northeast of the Wastelands.



As you land, directly south you can find a **Fishing Spot**, and to the right is a Worm Merchant to sell you materials for all your upgrading needs.

| - \$ -           | MATERIALS | - \$ - |
|------------------|-----------|--------|
| Rainbow Ore      | -         | 1500a  |
| Fancy Leather    | -         | 1500a  |
| Mythical Skull   | -         | 1500a  |
| Goddess' Wool    | -         | 1500a  |
| Vanyard's String | -         | 1500a  |
| Elrant Ore       | -         | 1125a  |
| Hideous Hide     | -         | 1125a  |
| Carbon Bone      | -         | 1125a  |
| Miranda Fiber    | -         | 1125a  |
| Eye of Heimfran  | -         | 1125a  |



Southeastern Island

This is south of the Wastelands.



|                                                                                                 |       |          |                                  |                                                                                                          |
|-------------------------------------------------------------------------------------------------|-------|----------|----------------------------------|----------------------------------------------------------------------------------------------------------|
|  Umami         | Beast | HP 10000 | Strong to Light,<br>Weak to Dark | Instant Noodles (Common)<br>HP Up (Uncommon)<br>Crit Up (Rare)<br>Evasion Master (Steal)                 |
|  Umami Special | Beast | HP 10000 | Strong to Light,<br>Weak to Dark | Instant Noodles DX (Common)<br>Poison Resistance (Uncommon)<br>AGI Up (Rare)<br>Curse Resistance (Steal) |

Once here head take the northwestern path. Take this north and around the island. You'll eventually reach a chest at the very end with **Queen's Gun**.



From here use the lip to jump down to the little island below so you can get back on your Sky Armors. Get off where we started, head north and you'll need to fight some cat enemies. After fighting them, take the northeastern ladder and up here go right to find a chest with **Lankintin Star**.



Go left now then take the UPPER path first to find a chest with **Robes Bonus**.





Go ahead and take the bottom path. You'll be able to jump from platform to platform. Follow this path until you reach yet another fork. Once again, take the top path first to reach a chest with **Lankintin Star**.



Return and take the bottom path next. Go up the ladders and take this path until you see 2 lips you can use to jump off. Take the **RIGHT GREEN** one to reach a **Pool of Power**.



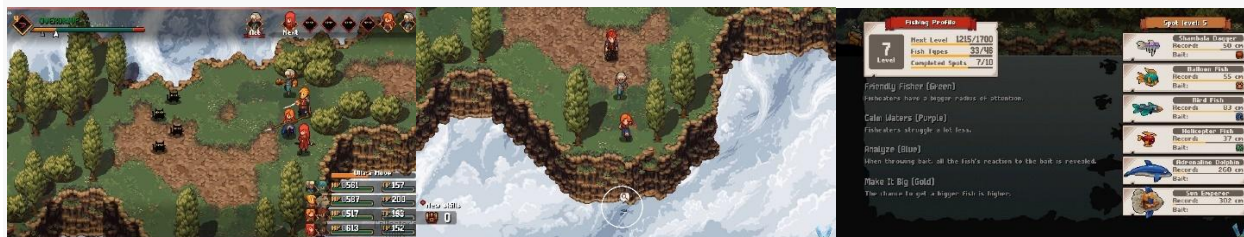
And with that we're done with this place.

## Southwestern Island

This one is southwest of the Deadlands.



Once here fly directly north to find a green island. Get off on the eastern side of it, go west and kill the cat enemies. Afterwards, check the southern side to find a **Fishing Spot**.





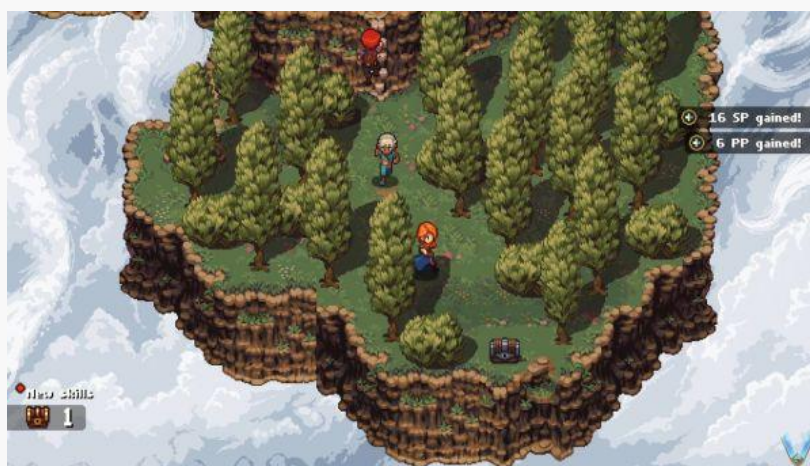
Go further left to find a chest with **Lankintin Star x**.



Go ahead and use the lip here to jump down to another chest, this one with **Collector's Coin**.

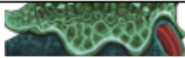


From here jump down to the south, call in your Sky Armors and head back to the green island up above, but from here you'll want to go northeast to find a second green island. Get off on the southwestern corner and follow the path to the very end to find a chest with **Ambrosia**.



And that's about it for the World Exploration! If you're following the guide, make sure to go back to the [Wastelands](#) to continue.

# Wastelands

|                                                                                                  |        |           |                                  |                                                                                                 |
|--------------------------------------------------------------------------------------------------|--------|-----------|----------------------------------|-------------------------------------------------------------------------------------------------|
| <br>Snailworm   | Dragon | HP 25000  | Strong to Earth,<br>Weak to Fire | Worm Heart (Common)<br>Beast Killer (Uncommon)<br>Sleep Resistance (Rare)<br>Blind Hit (Steal)  |
| <br>Treeant     | Beast  | HP 140000 | Strong to Earth,<br>Weak to Fire | No Loot                                                                                         |
| <br>Buckle Croc | Beast  | HP 9000   | No weakness                      | Croc Head Game (Common)<br>Wind Attack a (Uncommon)<br>DEF Up (Rare)<br>Wind Resistance (Steal) |

During the introduction of the area, Yaol will let us know that we can use our Sky Armors here, and even fly.

Now, before we continue with the Wastelands, since we can now use our Sky Armors AND our airship, let's go do some [World Exploration](#). Of course, for this you'll need to unlock the talent to call in your airship...

<vin> Ok, how the hell is this considered a talent? Haha.

Anyway, click the link above (or pg.580) so you can do some world exploration. It's actually not that much and can be done pretty quick.

## ! Post World Exploration

Welcome back! Had fun flying around this world? Pretty rad, huh?

From where we land, go left and use your Sky Armors to kill the Snailworm. Go south afterwards to find a chest with **Mythical Skull x4**.



Return to the large area to the east and start by checking your south to find our first **Fishing Spot**.





From here go north and you'll see a ladder going up to a Snailworm. We can't kill it just yet. For now head back down the ladder and follow the wall east to find a teleportation crystal. From here go southeast and you'll see the ground is colored differently. This is a sand "river". It basically moves you down so you want to cross while pressing up.

Anyway, on the other side you can find a chest with **Nectar**.



Head north now and on the right side you'll find a little tower. We need to deactivate 3 of these in order for us to activate flight mode.

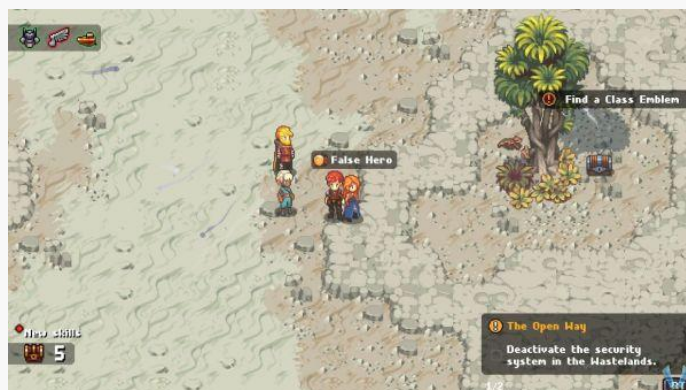


Head north up the slope and up here, to continue we need to go north but for now go south first and get on your Sky Armor to kill the Snailworm. This is how we kill it. Once you've done so, return to the ladder next to the teleportation crystal and go up it. We can now go west up here. Do so, jump down when possible and head north past the enemies to find a chest with **Lord's Bow**.





Jump across the gap to the right and we'll be in a large open area. From where we are go directly east and you should be able to spot a "Digging Spot". Do your thing here to get the **False Hero Class Emblem**. Next to it is also a chest under a palm tree with **Goddess' Wool x4**.



Directly north of us are a pair of Snailworm enemies. Kill them and look to the left to find some building. Check in between the building and the tree to find a hidden passage that takes you to a chest with **Offensive Drones O700**.



Go east-northeast now and you'll see a worm you can talk to. It says something about the Snailworms taking you somewhere when they eat you...

**Note:** We'll be letting them eat us later. We need to make a potion for that.

To the north there's a cave and you'll see a trail of what looks like coins going into it. Head inside and at the end of the cave you can find a **Researcher**. Talking to him you'll learn about the "Collector's Coins". We need to bring him 10. So far we only have 5 of them. We'll come back to him.

Back outside, check the northwestern corner of the area to find a chest between 2 buildings that has **Light Attack** in it.



Not much else we can do so fast travel to the teleportation crystal to the south and take the exit to the northeast to the next area.

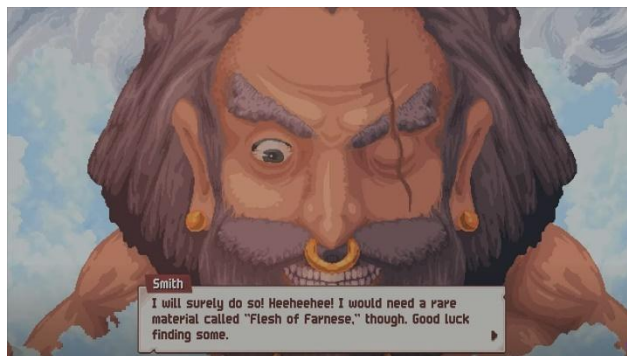
As soon as we enter, go right a little bit and something unexpected will happen. A gigantic sword will come falling down from the sky. Whoa! Well, let's see what this is all about!

Call your airship and you'll see a cloud to the southwest. Enter it for a little scene. Wow!



Well, the TL;DR is that we can now use the "Flesh of Farnese" we've been finding to upgrade our weapons to the max. These are the weapons we've been finding HERE in this DLC, not the ones we brought from the main game. Sounds about right. Anyway, we can do this ourselves from any anvil so that's a huge plus. We don't need to come back to him at all.

<vin> You CANNOT tell me there are no Attack on Titan references in this game! First Hange, then a titan? Yep.



Return to the Wastelands and from the large sword go east and we'll have a large sand river. This river goes from the very north side all the way to the south. This entire area is us going from left to right and slowly going up until we can take the northern exit.

That being said, get on the sand river and take the bottom LEFT exit. Here go to the far left to find a chest with **Vanyard's String**.

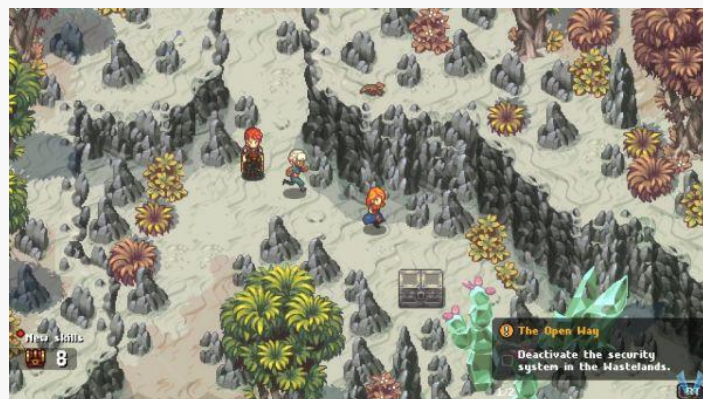




Go back a bit and jump across the gap to the north, then return to the river and take the bottom right exit now. Go right past the Snailworms and you'll go north and end up at the river once again, near the top. From here open your map and note the 2 paths on the left side of the river below you. The top one is the way to go BUT take the bottom one first to reach a chest with **Elemental Cannon M700**.



From here go right when on the river and you'll reach a new area that has a chest with **Support Drones D700**.



Return back to the top and now take the top left exit. Kill the enemies and you'll be able to ride your Sky Armor. This is great because we can now hover over the river. This means we want to go north into the next area, but before we do head back south to where we found the Support Drones and just north of it you most likely saw an NPC.

Talk to him and open the chest behind him for **Sewerage Key**. I think I know where this goes!





Head north and take the top right exit of the river to find our second tower thing. Just one more and we'll be able to fly!



And with this, head north up the river to the next area.

As soon as we enter, get off your Sky Armor and go west. You'll find the second **Fishing Spot** of the area. Good!



Return to the entrance afterwards and go north up the bridge. At the first fork go west to find an anomaly. This is another one for Glenn. Afterwards head south to find a chest with **Lankintin Star**.

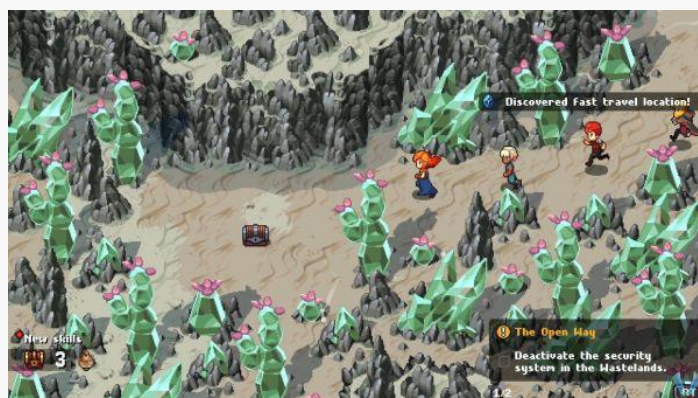


To the east at the fork, at the very end of the path there's a painter. Talk to him and he mentions some of his canvases fell down into the river. Hmm. We'll look for them eventually.

For now return to the bridges and head north for another fork. To the east there are several collectibles you can pick up. Go north and you'll see a dragon fly over you. Whoa!

<vin> Yeah, we're killing this thing in a little bit haha.

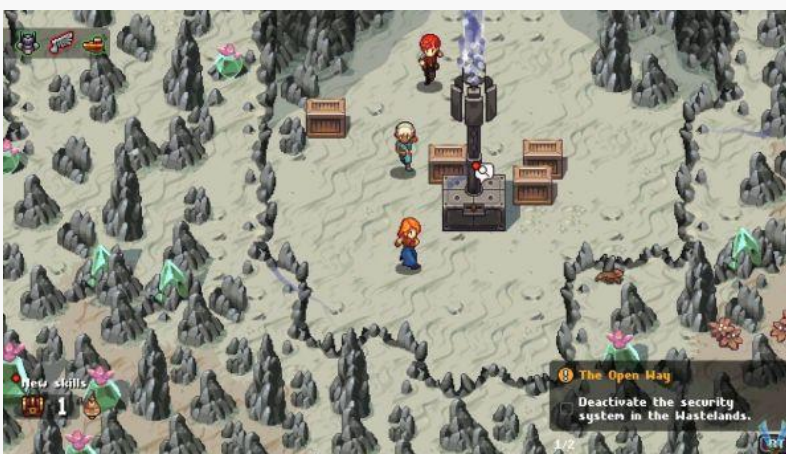
Further north there's a ladder going down. Take it down and follow the southwestern path to reach a chest with **Fancy Leather x4**.



Head back and go north to find a teleportation crystal. To the right there are some Snailworms. Kill them and to the right are some buildings. From the middle of them take the southern path to reach a chest with **Rainbow Ore x4**.



Go to the northeastern side to find a little cave. Head inside and go through it. On the other side you'll find the final tower. You can now fly! Let's go!



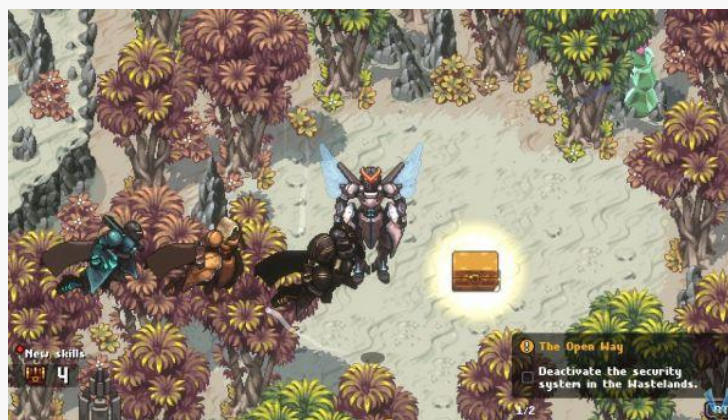


Well, now that we can fly, let's go explore! In this screen, go to the little area next to the teleportation crystal to find the last chest of this area with **Digested Ingredients**.

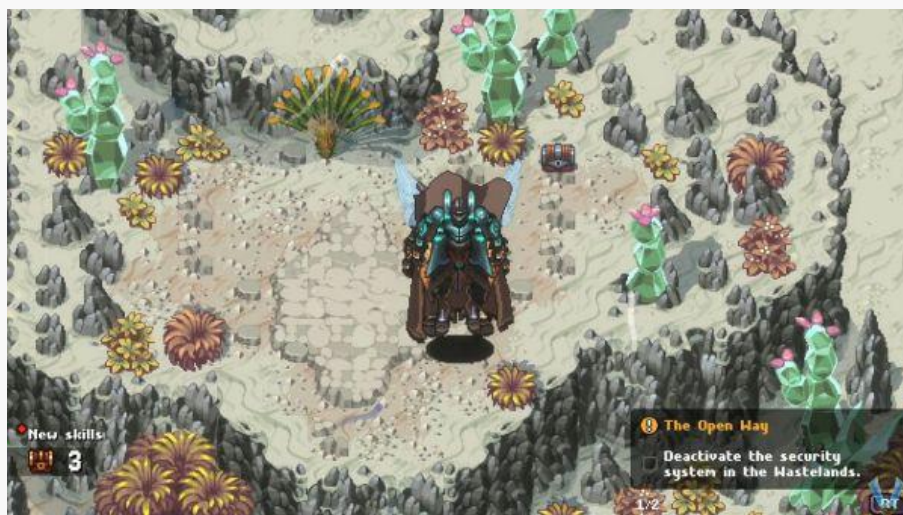


And with this this area is now complete. Let's move to the southeastern area now.

Start by flying to the circular area on the northeastern corner to find a golden chest with a **Flesh of Farnese**.

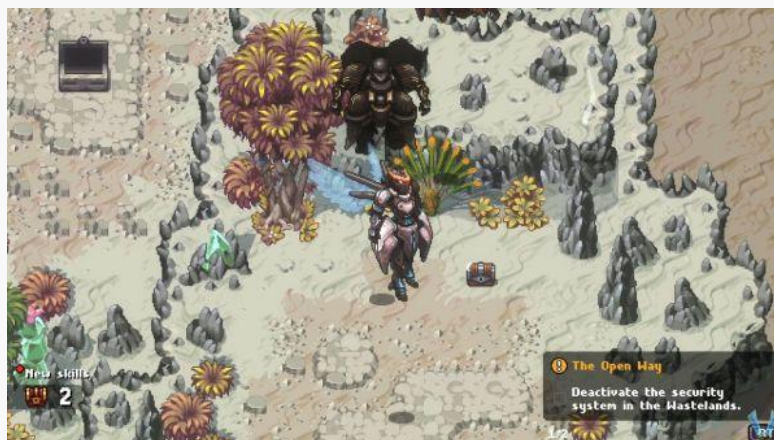


Open your map and locate the little circular area to the southwest. Go there and open the chest for a **Collector's Coin**.





Once again, to the southwest is another circular area next to the sand river. Go there and open the chest for a **Machine Killer**.



And lastly, northwest is another circular area that has a chest with **Party Points Voucher**.

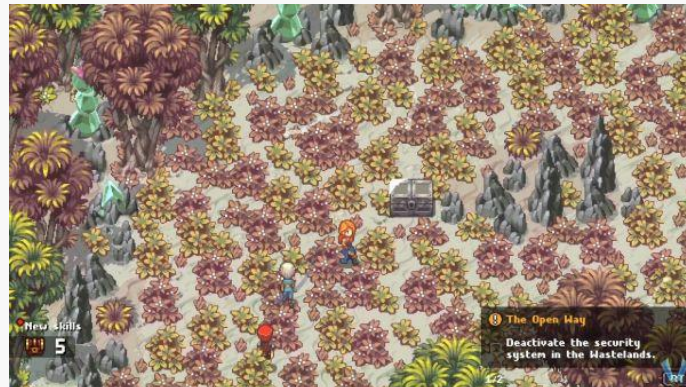


We are missing one chest. It's in the circular area directly north of here but we can't get off on top of grass. Easy fix. Enter the southwestern area of the Wastelands and go to the northeastern corner. Get off your Sky Armor and grab the chest above the little worm below to find **Switcher**.

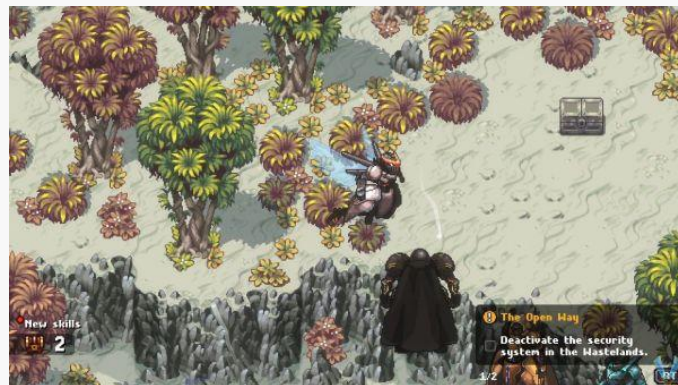




Go right into the previous area, climb the ladder and open the chest for **Agamemnon FA 700**. This is the last one!



Head back to the previous area so you can get back on your Sky Armor. From where you got on your Sky Armor, to the south is a sneaky little chest that has **Ether Cannon E700**. This is the last one.



Head north to the northwestern area of the Wastelands. This is the final one. Start by going to the southwestern part of it, get off and kill the Snailworms. Afterwards, move to the end of the path to find a chest with **Ovelia FO700**.





Get back on your Sky Armor and check the little area to the northwest. You'll find a chest with **Goddess' Spear** and a cave.



Head inside the cave... we're back in Old Town? How's this possible? Follow the path until you reach the area we were previously in and once here go down the stairs and then jump down the ledge on the left side to reach the final chest in here with **Goddess' Wool x4**.



That's it for this area. Fast travel back to the teleportation crystal in the Wastelands and head back to where we entered the cave. From here go north and you'll see a spot on the mountain you can get off. Do so, cross the bridge to the right, kill the crocodile looking enemies and jump down the cliff to reach a spot with **Lankintin Star**.



Go to the northwestern area and you'll see the dragon here. Land at the bottom, save your game and head up for a boss fight.





Right off the bat, this dragon will use "Act Twice" and will be having double action each turn for the rest of the fight.

Thankfully, Long isn't really a difficult boss. Similar to the previous boss fight we had on our Sky Armors...

<vin> I've been playing and writing my Xenoblade X guide, and I've played so much I keep wanting to call the Sky Armors Skills... ha!

... this fight also feels like a tutorial boss. That being said, it has a VERY annoying mechanic, and that's his Barrier Switch. For this he changes between a magical and a physical barrier. When he's "magic resistant" he'll dodge every single magical attack. When he's "physical resistant"... he dodges all physical attacks. This lasts for a couple of his turns. Annoying. Of course for this you'll want to be spamming attacks that go against his current barrier.

Other than that, he'll normally use his normal attacks and his fire attack. The attacks themselves aren't really an issue.

However, when his HP drops to around 50% he'll start acting 3 times per turn. For the most part the fight remains the same... until he uses his "Full Barrier" move. This pretty much gives him resistance to both magical and physical attacks, just like his Barrier Switch move. This time around simply wait it out. I recommend you switch to Gear 1 and defend so you can gain your TP back while at the same time moving the needle in the gauge back. Of course you can also buff your party. Don't try debuffing the boss because you can't right now.

Remember that the boss is extremely weak to Water as well so if you have any water attacks like the "Water Shot" then use it when possible cus this deals tons of damage.

- **Barrier Switch:** changes between being magic or physical resistant.
- **Normal Attack:** hits one character for around 350 dmg.
- **Fire:** performs a fire attack on the entire party for around 500 dmg.
- **Turning up the Heat:** hits a party member twice for around 375 dmg. each hit.
- **Full Barrier:** gains both magical and physical resistant barriers.

After the fight a little scene will trigger in the room we previously saw with the crystals. What is this place? Looks like a super boss?

Anyway, let's complete this area... as much as we can. Head to the northeastern part of the area and get off your Sky Armor. Once you do there are 2 spots where you can jump off from. Jump down the left side twice and you'll land where there's a chest with **Great Sword GS700**.



Jump down and open the chest to the right for **Fancy Leather x4**.



Fly back to the very top and drop down the right side, then the left side and you'll end up reaching a chest with **Rainbow Ore x4**.



Drop down once more and you'll be where the soldier is.



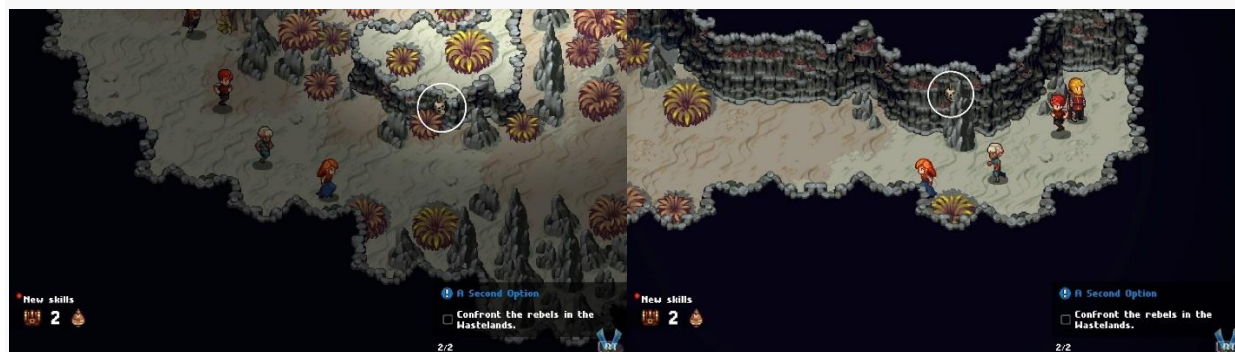
## 8 Part of "A Second Option" Sidequest

The following is part of the A Second Option sidequest so feel free to ignore if you're not doing it right now.

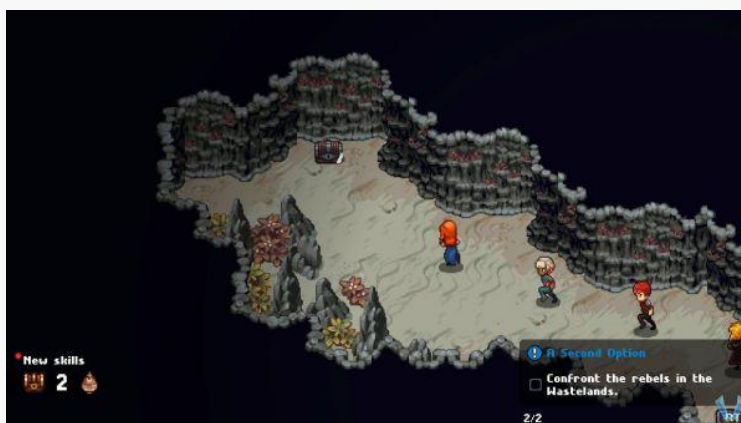
Go ahead and talk to the soldier here. He'll mention the rebels and the skull. These are basically buttons to open a way forward. For now, press the skull to enter the cave.



Once inside, kill the rebels up ahead and on the right side of the room you can find another skull. Press it to open a way forward on the left side. Head through and as soon as you enter go left and hit the skull, then go right and hit a second button. This will open a door in the center.

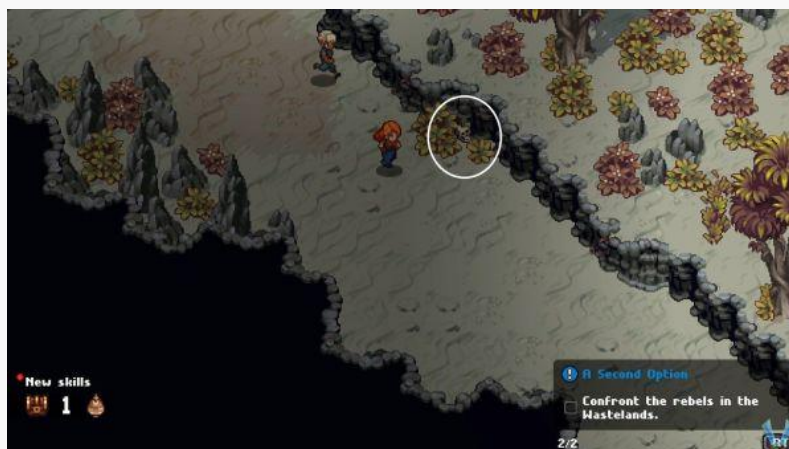


Go through this central door and on the other side, go left first to find a chest at the end with **Hero's Medal**.





Go right across the bridge now and kill the next rebels you come across. This here is a fork. There's nothing to the right so go left. Take the bottom path and keep an eye on the right side to find a skull among the bushes.



Press it and it'll open a door to the far right side of the room, which before was a dead end. Go through it to find **Crit Damage Up**.



Return to where you pressed the skull and go north to where a scene will play out.

After the scene, go left, kill the rebels and hit the skull. Head through, save your game and move forward for another scene and then a boss fight.





Let me start out by saying... why is this thing weak to darkness? Given the type of enemy, shouldn't it be light? Oh well, make sure to equip darkness spells to do some real damage to this thing.

Anyway, the boss itself didn't do much. I took him out in 3 of his turns, and that's without exploiting his weakness to darkness.

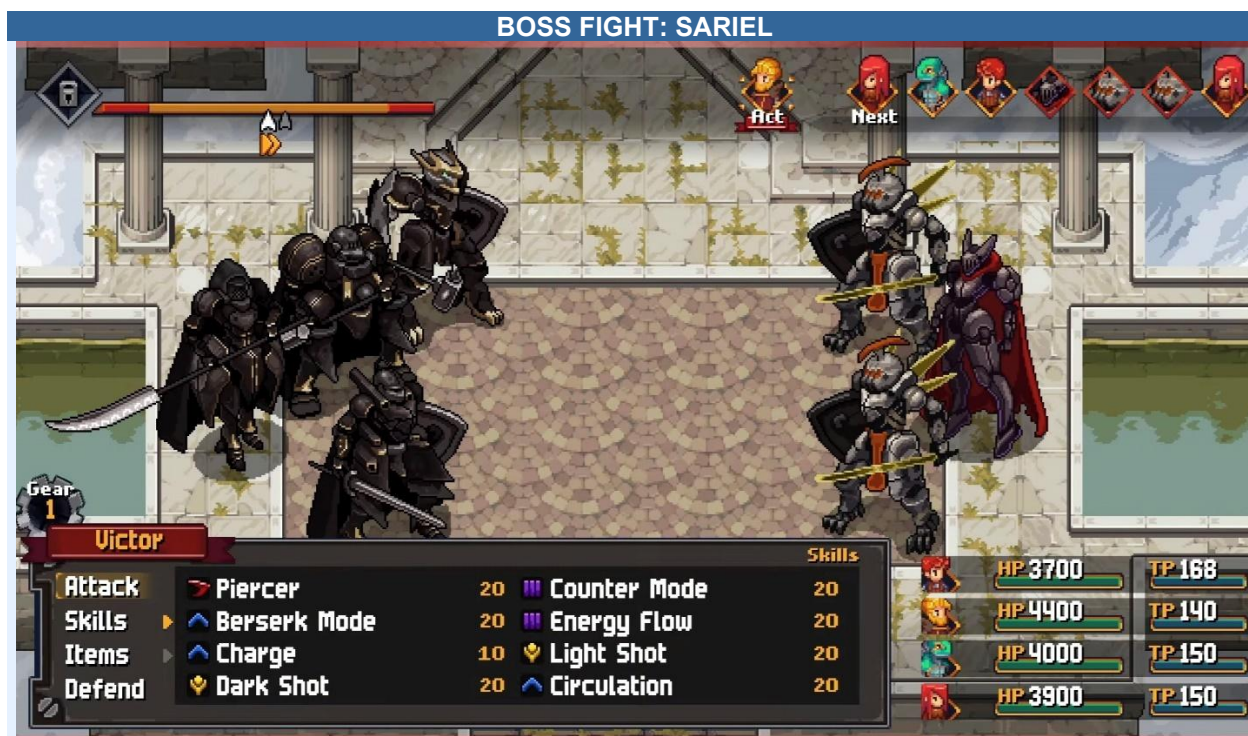
- **Blinding Light:** hits everyone for around 80 light dmg.
- **Charm:** charms a party member.
- **Normal Attack:** hits a party member for around 50 dmg.

Watch the scene after the fight (lengthy one), we're supposed to leave. It feels very anticlimactic, huh?

### ! Continuing the exploration

With the sidequest portion out of the way, head back to the northeastern corner of the map and hover over the western sand river north until you reach the next area.

Similar to the area at the end of the Deadlands, save your game and head up the staircase to trigger a scene and then a boss fight.



This fight is very similar to the one we had against Gabriel. Unlike Gabriel though, he comes with 2 Dart Seraph Armor enemies. They are much weaker than the bosses and have one thing that makes the boss hit harder.

These Dart Seraph Armor enemies have an attack called "Raining Drones". These lower the entire party's Wind RES, allowing the boss to hit from 500 dmg. up to 750-800 dmg. Of course, dealing with these 2 will be your highest priority. They do go down in like 2 turns so it's not really an issue.

It may shock you, but Sariel doesn't start with Act Twice. He'll only attack once per turn, but of course as you lower his HP he'll use it and will start acting twice. He'll also start using his Drone Thunder attack which is a party wide attack. I rarely saw him use it though.

Other than that, this is a pretty easy and straightforward boss.

- Sariel
  - **Tornado:** hits 3 times to random party members for around 500 wind dmg.
  - **Drone Thunder:** hits entire party for around 400 wind dmg.
- Dart Seraph Armor
  - **Normal Attack:** hits for around 500 dmg.
  - **Raining Drones:** hits entire party for around 300 dmg. and lowers Wind RES.

After the fight we'll have some scenes play out and the Wastelands exploration will come to an end.



# World Exploration 2

There are several things we need to do in order to complete what remains of the DLC. Let's start in the city!

## Elrant City

Fast travel to the crystal on the northern side of the city. Go to the southern part and locate the locked house right before exiting. Remember the Sewerage Key we previously found in the Wastelands? Yeah, we can use it to open the door.



Inside jump in the water and we'll be able to swim through the city. Follow the water south (there's only one path) and when you're on the southern most side of the canal (when going west), get off using the rope ladder.

Here go northwest to find a chest with **Champion's Fangs**.



Jump back in the water and continue west until you're on the western side of the area. As you go under the walkway you'll be able to go inside the large building, or continue north. You can go inside the building and unlock the door so you can jump back down into the water whenever you want.

For now though head north and go left when possible to find a **Pool of Power**. It should be your last one in the city.



Return to the water and continue north. Enter the house on the left and in the back room (this place is REALLY ominous huh?) you'll find a cloaked individual called "Abel".

Enjoy the talk with him. He explains a lot of things and he's also part of the bulletin board tabs. Good stuff!



Fast travel back to the crystal on this southern side of the city and head to the cauldron. This time we're making the "Slow Digestion XL" potion. We don't have the materials for the Minimi one.

With the Slow Digestion potion, head on over to the Wastelands.

## DEALS

Before you leave the city, or whenever you come back, make sure to go to the merchant inside the palace and sell all your collectibles to get the Deals to pop up. Here you can find several good items, including a couple ultimate weapons and a Flesh of Farnese to upgrade them.

## Wastelands

Back here, remember the info we got about the large Snailworms eating and going to a cave? Well, enter a fight with any Snailworm without your Sky Armor and the first attack they'll use is **Devouring Party**. This will eat you and take you somewhere.



## Old City

Yeah, we appear in the Old Town! From where we appear, go north then right to find a chest with **Collector's Coin**. Go all the way west now to find a **Pool of Power**.



And with this we're pretty much done with the Old Town. We just need to clear that cave at the bottom that had the 4 colored crystals. For now return to

For now, let's go to the Mushroom Forest. However, we're going to go in a different way. We want to take Leonar's path.

## Mushroom Forest

Remember where Leonar's path was? If not, fast travel to the teleportation crystal on the southeastern corner of the Deadlands and take the southwestern exit into the Mushroom Forest. You'll notice the orange ground right away and there's no map.

Once here, call in your Sky Armor and fly directly south to find a cave. Head inside and go through the cave and we'll end up in the northwestern most part of the forest.



We needed to come from this side because we can't land anywhere else. Bummer. Anyway, follow the path, kill the Chrioptera and follow the path until you jump down into the water.



In the water, swim down the waterfall and get out on the little island down here. Kill some more Chrioptera and open the golden chest for a **Flesh of Farnese**.



Get back in the water and go right. Ignore the waterfall going up...

<vin> Are these... upperfalls? Waterups? Waterraise? I've spent an unhealthy amount of time thinking about it haha.

... and continue going to the far right for a red chest that has **Sappenpanzer** inside. Great armor.



Go up the waterfall we skipped and go north up another waterfall. Up here go right and get out to get a teleportation crystal and an anvil. Get in the water on the right and to the next little island. Here STOP! Save your game and read below because as you try to fish on the right side we'll have probably the strongest boss fight in the DLC... at least the one that gave me the most trouble.

## BOSS FIGHT: MANEATER



I had no idea we were going to be fighting a boss here, but here we are. I was rather confused because I had already done both of the Fishing Spots in the forest.

Two things I highly recommend you do is to equip your characters with wind attacks, if they have them. The boss is weak to them. Also, and definitely more importantly, bring protection against water. This is the one thing you want! The boss attacks using water a lot so the more protected you are against the element the better.

Of course, you want to do your normal boss stuff, like using Glenn's All Break to fully debuff the boss, buff yourself, etc. If you brought Victor, equipping skills like "Shielding Mazurka" and "Healing Hymn" would prove to be extremely useful. Of course, Heroic Ode is one I use all the time as well.

Anyway, the reason why this boss is difficult is because it just hits really hard. The one attack you really want to be careful of is his Body Slam. This attack hits for almost 300 dmg. to the entire party. Yeah, and this was me buffed AND defending. Make sure to be protected against water AND as much DEF as you possibly can. This is also the reason why Victor's Shielding Mazurka skill is so good. It helps you withstand the damage. Of course, his Healing Hymn also helps with the healing but make sure to fully heal as fast as you can.

His other attacks are also a pain. His Water Prison makes one of your party members unable to move so make sure to destroy it ASAP. Fully focus on it to free your party member. Another attack is his Flood Wave. He usually starts using this attack when he starts acting twice per turn. This attack hits quite hard and he LOVES to use it twice per turn so be very careful. Another reason to bring Victor and his bubble shield... and the healing as well.

And lastly, just to make him annoying, they gave him "Poison Wind". Poisons your party. Thank you... I hate you.

Overall, as long as your heals can keep up with this boss fight, it's simple in terms of what he can do, but like I said, he hits hard so make sure to bring as much protection as you can.

- **Body Slam:** this is a 2 turn attack. The first turn it'll move back and the next turn it'll attack, hitting the entire party for around 300 dmg.
- **Water Prison:** creates a bubble around a party member that prevents them from taking a turn.
- **Flood Wave:** hits the entire party for around 150 water dmg.
- **Poison Wind:** inflicts poison on all party members that last 2 turns.

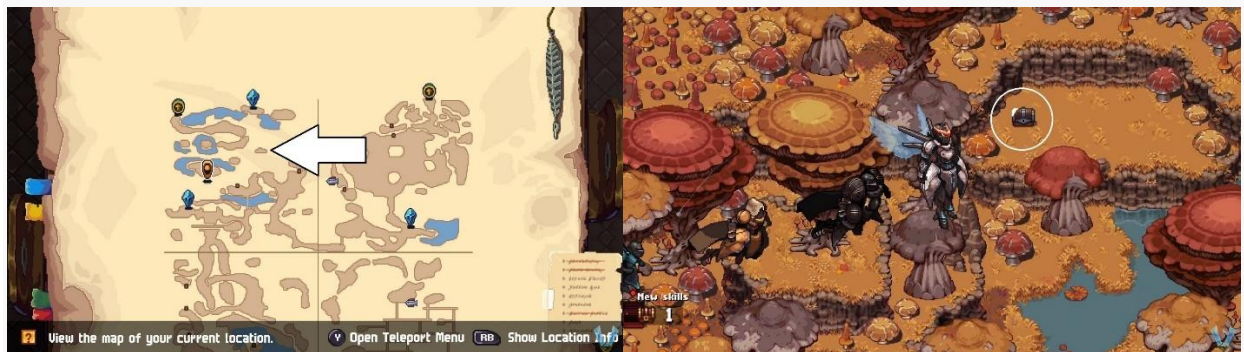


After the fight you'll see that we've killed a second one of these Maelstrom Monsters. Nice! This is our second one (the first one was the Dragon).

Now let's go complete the rest of the forest. Fast travel to the teleportation crystal at the researcher base (the one on the southern side of the northwestern corner of the area) and in front of the building you'll see a sparkle. Check it to find **Poison Formula**.



Fly to the little path of land south of the northern teleportation crystal to find the last chest in this area containing **Shack Key**.



**Note:** This is an important key! We'll be using it quite a bit later on.

Head south from here back into the southwestern area (the first area where we appeared in), get in your Sky Armor and check the area to the southeast. There's a Strix enemy sleeping. Kill it with your Sky Armor and go south east from it to find a chest with **Sword & Shield S700**. This should be the last one.





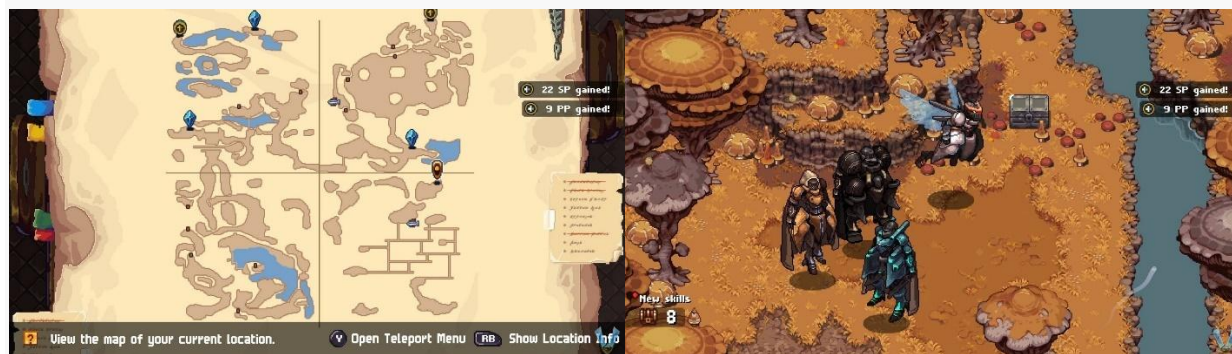
Now locate the entrance you can see on your map on the western side of the area, directly west from the top spot of the lake. Northeast of this entrance is a spot where you can land. Land, get out of your Sky Armors and follow this path north to the very end where you'll be able to get a chest with **Rainbow Ore x4**.



This area should be done as well. We now just need to clear the southeastern corner. Let's do this.

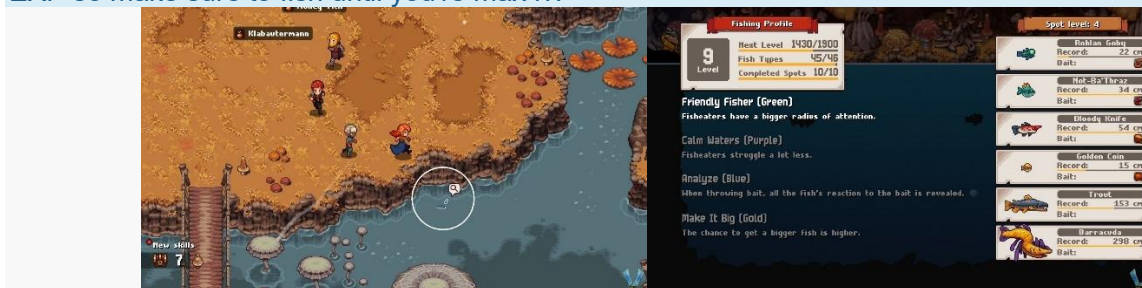
Fly to the southeastern corner of the forest and you'll notice in the northwestern corner there's a little spot where you can land. For some odd reason I couldn't move past the river. You're supposed to go southeast across the river and to where the Chicock is. It seems my Sky Armor was too thicc. We'll get to that in a bit.

While flying, go to the patch of land to the northeast where there are 3 Strix enemies. Kill them and open the chest here for **Paris FP700**.



Fly a bit southwest and land on the area here. There's a **Fishing Spot** here.

**Note:** This SHOULD be our last one and you should have only 1 more fish type missing. You should also be around lv.9. Go ahead and keep fishing until you reach lv.10. Even duplicate fishes give you EXP so make sure to fish until you're max lv.



From here get on the bridge and open your map. Notice there are 5 little "isles" you can check by taking the bridge? Let's go over them real quick. The top right has a fish you can talk to. He mentions upperfalls... haha. Reverse waterfalls. Useless info for us.

The eastern "isle" has nothing as well. However, head to the larger one on the southeastern side, kill the Chicko and get on your Sky Armor. Hover along the path, kill the whopping 4 Strix enemies and grab the **Pool of Power** past them.



Head to the bottom left isle from the bridge and you'll find 3 more Strix enemies. We cannot kill these as we can't get here using our Sky Armors. How to do this? Do grab the chest here for **Lost House Key**.



The upper left isle has a chest that has **Eye of Heimfran x5**.



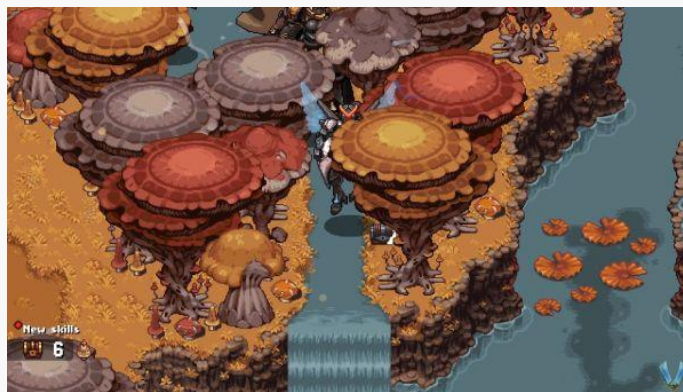


Now go to the land on the western side and you'll see 3 more Strix enemies. We cannot land here due to the enemies BUT notice to the south there's a chest? I was able to land next to it, despite not being a landable (is that a word?) land. Of course, open the chest for **Hammer & Shield H700** and kill the Strix enemies.

**Note:** If you can't do this then they most likely patched the issue where you couldn't land on the little land to the north. If so, simply move southwest from the Chicock to where the Strix enemies are.



Go back towards the Chicock but follow the river to the southeast to find a very sneaky chest with **Poison Hit**.



Return to where the Chicock was and go northeast from here. Jump across the river and at the end you can find a chest with **Collector's Coin**.





Lastly, go to the island on the south-southwestern side of the area to find a golden chest with **Flesh of Farnese**.



And with this we're pretty much done with the Mushroom Forest. We need one more chest but we'll get it in a little bit.

## Deadlands

|                                                                                                 |         |          |                                  |                                                                                                        |
|-------------------------------------------------------------------------------------------------|---------|----------|----------------------------------|--------------------------------------------------------------------------------------------------------|
|  Lava Snail    | Beast   | HP 10000 | Strong to Fire,<br>Weak to Water | Drum Sticks (Common)<br>Fire resistance (Uncommon)<br>Silence Resistance (Rare)<br>Fire Attack (Steal) |
|  Water Balloon | Aquatic | HP 15000 | Strong to Water,<br>Weak to Wind | Eternal Water (Common)<br>Water resistance (Uncommon)<br>Counter Attack (Rare)<br>Water Attack (Steal) |

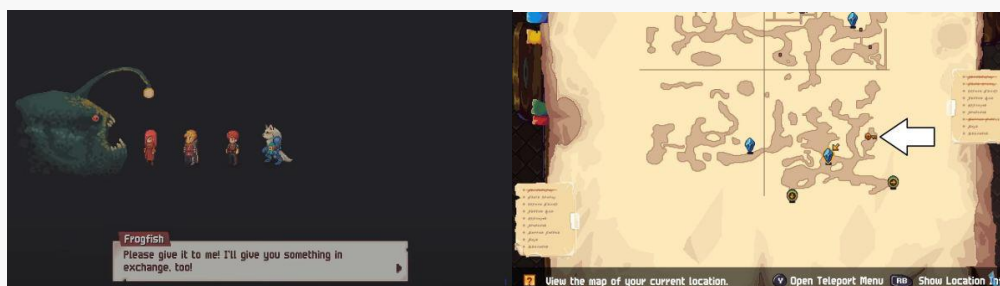
Fast travel to the southeastern teleportation crystal and immediately go west. You **SHOULD** see the ghost of a lady walking west. Follow it into the wall.

Inside we'll find a huge anglerfish. These things are hideous! Anyway, talk to it and it'll tell you it's luring spirits to eat them. Hmm. He'll also notice we have a lantern just like his. This is the **Cute Lantern** we got from that goth girl back in the little village. Remember her?



Anyway, give the fish the lantern to it and you'll receive **High-Quality Bait**. This is the start of a long exchange quest. Well, it's not a quest, but you know what I mean.

Return to the teleportation crystal, open your map and locate the locked building on the eastern side. Head there and we'll now be able to open the door.



Inside the building you'll see a purple orb and if you interact with it you'll see 3 more colors. These colors represent locations. This little shack is able to teleport you to the different areas. Yeah, the entire building teleports.

- Yellow: Mushroom Forest
- White: Elrant City
- Green: Wastelands

Do Yellow first and exit the house. Remember this spot where the 3 Strix enemies were? Yeah, you kill them with the house haha. They don't respawn either so what you want to do is get back inside the house, teleport away and come back to the Mushroom Forest to grab that chest which has **Angel's Cards**.



Do Green in the house to be taken to the Wastelands. This leads directly to a **Pool of Power**. Man I was wondering how to get this one!



Anyway, leave the house here and teleport back to the Deadlands. Go to where the house used to be and you can find a chest behind it with **Lord's Sword**. Finally an upgrade for Glenn!



We are now going to explore the southwestern side of the Deadlands! If you've already been here like I mentioned before, then simply fast travel back here. If you haven't, then, when on the invisible path that leads to the north, go west to find a hidden path that leads to it. Map below for example.



Once here go left and kill the Lava Snail enemies. From here you'll want to go past them and you'll see a chest on a little island. The gimmick of this place is that you need to wait for platforms to rise from under the lava so you can cross. You know where they'll appear because there will be a ton of little bubbles. The chest here has **Goddess' Wool x4**.



Return and now go south. After the moving platform, go west and follow this path as it curves and goes north. Once on safe ground we can go north, west, or southwest. Go southwest first and it'll take you to a fight against a pair of **Water Balloon** enemies.

These enemies are EXTREMELY important in this area because they'll help us create paths. Of course it's not as simple as killing them and you get your path, ho no! What you want to do here is to go into a fight with them and attack them a little bit until they use their **Puff All Day** move.





Once they do this simply defend and let them explode. This ends the fight and you'll get your path.

**Note:** You'll want to do this with every single Water Balloon enemy you encounter in this area.



And with our path created, return and take the WESTERN path now. You'll go south and use the path you just created to go to the safe area to the west. Here go north (ignore the ladder on the right side) to find another group of Water Balloon enemies. Kill them to create a path.

Return to the ladder we previously ignored and take it. Jump down at the end to be back at the fork from before.

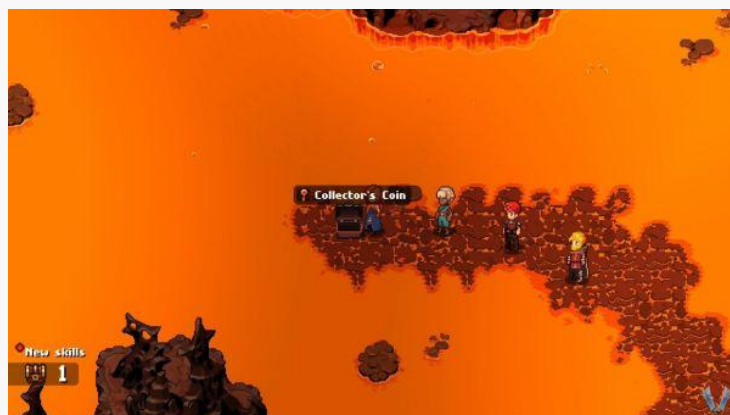
Head north now, kill the enemies and we'll have several ways we can go. Go north first and deal with the Water Balloons. Once the path is created, head back, go right and the first path north is where you created the path. You need to create a second path up here so skip it for now, continue right and go south first, making an immediate right to find a chest with **Kerberos FK700**.



Return and go north now. Go through the fight up here and do the Water Balloon thing to create that second path I mentioned before. Once you've done this return back south and now go up the path we previously skipped. This takes us to a **Pool of Power**. Nice! Make sure to also talk to the worm behind it to get a **Party Points Voucher** and **Skill Points Voucher**.



Return west to where we fought the group of enemies (Snails and Water Balloon) and take the WESTERN path now. As we follow this path north we'll have a split. One of the paths is one of those that hide under the lava but ignore it for now. Instead take the northwestern path first to reach a chest with **Collector's Coin**.



Return and take the other path, the one that hides under the lava. At the top go left and open the chest for **Smallish Ingredients**, then SAVE YOUR GAME!



Go left now and we'll be in a boss fight!

### BOSS FIGHT: VULCAN



Ok, I was not expecting a boss fight here. Well, I kinda was looking for one since we already fought the dragon and the shark. The shark was by far the hardest one of the bunch. This one is right in between the 2.

For starters, right off the bat he acts twice. From what I could tell, he always starts with his "Heatwave" attack. This does a bunch of damage but it also starts a heatwave (hence the name). As some one who lives in south California, I'm VERY used to these and the crazy 105F weather (40+C) haha.

That being said, for us in the game this means we'll be taking damage at the start of each of our character's turns (10 dmg.). It's not a lot but it feels like it is because the boss is really slow so our party members will have a lot of turns. The damage we take will only increase after each of the boss's turns (starts at 10 dmg, then after the boss's next turn it'll do 20 dmg, so on and so forth). Of course this also means that he'll be increasing the damage he does to you so it's in your best interest to finish this fight ASAP.

This is another reason why the boss hits so hard. You want to try to keep your HP as high as you possibly can, just in case the boss decides to hit the same character twice with his Fire Stare move.

The strat for this boss fight is pretty much the same that the one we used against the shark. Bringing Victor is one of the best things you can do because has his bubble barrier that can help you deflect damage from either of his attacks, but he also has TP and HP regen, allowing you to counteract the boss's Heatwave with ease.

Other than that, focus on debuffing the boss while buffing yourself and use water attacks to exploit his weakness. Overall a much easier boss than that stupid shark!

- **Heatwave:** hits all party members for around 130 dmg.
- **Fire Stare:** hits a party member for around 200 dmg.
- **Fire:** hits all party members for around 140 dmg.

We're almost done! We've got one more chest to do!

Fast travel to the teleportation crystal on the northeastern side of the map (at the rebel village) and from here go west into the next area, then continue going west until you reach the spot below. There's actually a hidden path you can take to reach the final chest here with **Hero's Medal**.



Make sure to also go to the house where the huge dog was. Inside you can find both the dog and the cat. Talk to them and you'll learn about their owner. You'll also get **Flesh of Farnese** for your troubles.

And with that we're done with the Deadlands! Next, let's go back to the city real quick.



## Elrant City Again

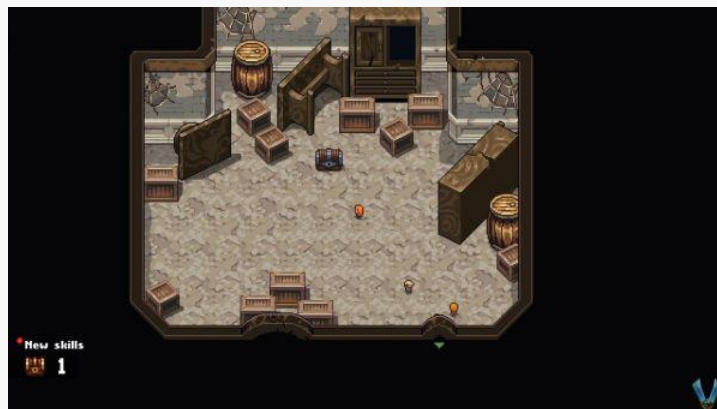
Back in the city, head back to the cauldron and it's time to make the Minimi potion. This will allow us to become extremely small and go through the holes we've seen all throughout town!



Sadly we can't just drink it whenever or wherever we are. We need to find a bench to do so. Just south of the cauldron, in the same room there's a bench. Interact with it and you'll become chibi!

**Note:** You can't jump, run, or climb stairs while in chibi form.

Go through the hole in the wall and out here go around the corner and north and into the hole. You'll appear on the floor above. Go left and into the next house to find a chest with **Party Points Voucher**.



Fast travel back to the teleportation crystal in this area and you'll continue to be chibi. This is because we have the benches near the crystal. Anyway, start by going south, go right and into the first house to the north. Go through the hole inside and exit the house to be on the rooftop. Open the chest up here to find **AGI Up**.



Return to the crystal and let's go east towards the Wastelands. Keep your eyes to the north to spot a hole past the third bridge. Go inside this building and go through the hole in here. Exit the house up here on the second floor and move to the end of the rooftop and talk to the bird. It'll take you to its "house", which is on top of a tree. That's pretty cool!

Up here take this path right and go up when possible to grab a chest with **Lankintin Star**.



Continue going right and go up the last ladder to find another chest, this one with **Hero's Medal**.



Head to the southeastern corner of the tree area to find a **Pool of Power**.



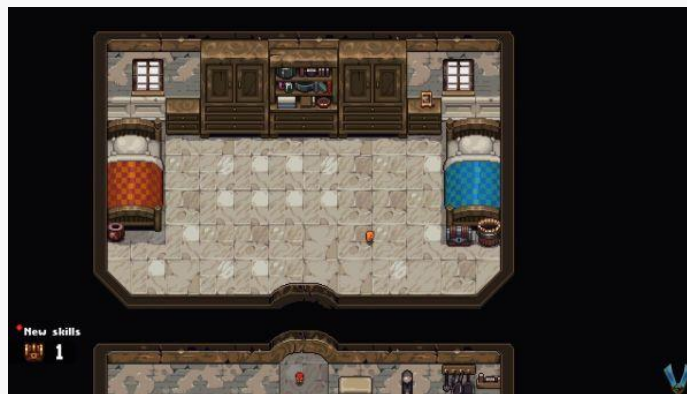


From here go south to the very bottom to find the last chest here with **TP Up**.



Return to your feathery friend to go back to the city.

Once back, go back through the house, go north to the market, go west and enter the house over here to find a chest with **5345a**.



Return to the crystal and go west this time, entering the large building to the north. In here go to the back of the building and go through the hole. We'll be on the second floor. Enter the top right room and go through the hole in the wall and we'll be in the diorama. Man this is so cool!

<vin> Speaking of Dioramas, you guys should definitely play Fantasian! It's an RPG made by the creator of Final Fantasy. All areas are gigantic dioramas and look amazing!

Anyway, here you can check the western side to find a golden chest with **Flesh of Farnese**.

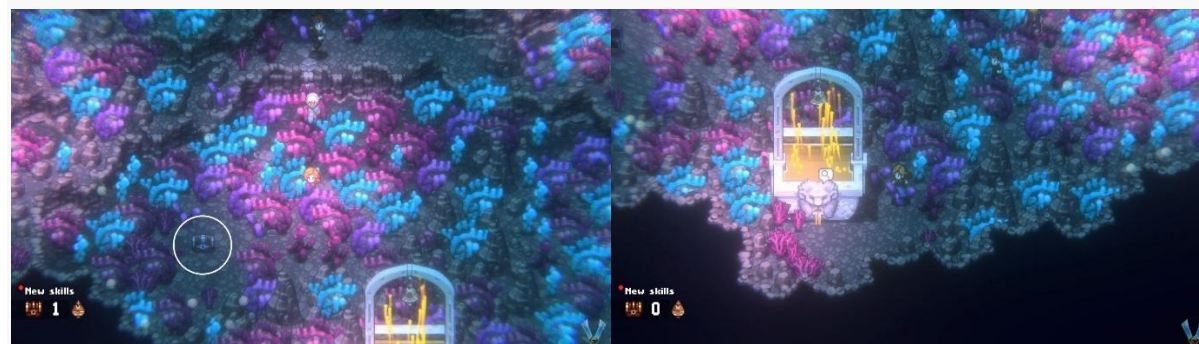




Return to the crystal once more and head north now. Talk to the fish poking its head out of the water on the left side and have him take you to his home.

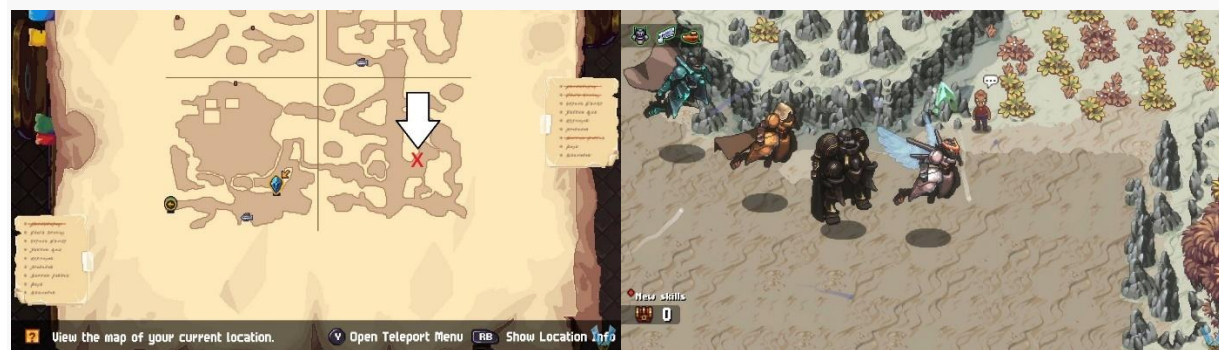


Once in his house, go ahead and grab the chest with **Collector's Coin** from the bottom left side and the **Pool of Power** from the bottom right side.



Return to the city and enter the Fishing Guild. go down the stairs in here and talk to the purple fisher. Remember that high quality bait we previously got? Give it to him and he'll give you a **Fine Sieve**.

With this sieve, fast travel to the bottom left crystal in the Wastelands and remember that guy in the southeastern side of the area that was looking for his sieve? Give it to him to get **Old Canvas**.



Now, remember the painter guy in the northeastern side of the area? Going right at the first fork in the bridges? Go back to him and hand over the Old Canvas. He'll let us go through so we can grab that **Pool of Power**.



That's it for this area!

## Old City

Well, there's another thing to do! We finally got all 10 Collector's Coins. Fast travel back to Wastelands's southwestern crystal and head north, go inside the cave and talk to the man inside.



He'll thank you and give you the huge skull in the back. This is a Maelstrom Terror (one of the optional bosses we've been fighting like the shark). Interact with it and... it'll turn to dust. Whoops. This actually counts as killing it and the final crystal will shatter, creating a magic circle in the middle.

Fast travel back to the crystal (it's on the northwestern area of the Old City map), save your game and move to it to trigger a boss fight.



## BOSS FIGHT: RULER GAEMDRIEL

Ok, I'm not going to beat around the bush, this guy looks intimidating, but I'm not going to lie, he's a total pushover. I even feel like the shark boss was harder than this guy and you'll see why in a bit.

First of all, note that this huge guy has circles on his left and right. I didn't notice this at first but these are also targets. Don't worry, each circle on both sides count as one, so pretty much there's only 3 extra targets.



Now, each of these drums do something different. They each have their own name and what they do pretty much. Physical, Magical, Debuffing Wardrums. Both the Physical and Magical drums are offensive, but the debuffing one will inflict every single debuff the game has. It's definitely the most annoying one. When you're debuffed, simply wait the turns and don't bother buffing yourself as it's not going to stay thanks to the debuffs. Instead, keep yourself healed until they all end.

I recommend you deal with this one first as having to wait for the debuffs to run out is annoying. Once they do, completely buff yourself and go ham on the boss, exploiting their wind weakness. You WANT to attack the drums and not him. The reason for this is because every time you destroy a drum he'll take 20000 dmg. Well, 19999 dmg. That's right! Destroying all 3 will end the fight.

Something huge you can do is to bring Mikah with Double Steps. This drastically increases your speed and the amount of turns you get, easily getting rid of the debuffs while giving you time still to buff yourself.

Other than that, this fight is ridiculously easy.

**Note:** The boss has an Ultimate attack that I've never been able to see. If you know what it does let me know down below. I'm still assuming you can easily defend and use Victor's bubble barrier to prevent dying from it.

- **Battle Preparations:** gives the boss "Act Thrive".
- **Curse:** the boss inflicts Curse on the party for 3 turns.
- **Physical Wardrums:** hits the party for around 75 dmg.
- **Magical Wardrums:** hits the entire party for around 75 dmg.
- **Debuffing Wardrums:** inflicts every single status ailment for 2 turns.

After the fight... you'll get absolutely nothing.

<vin> Yep, zero, zilch, nada from this boss. Man what a turn off. I feel like we got blue balled for nothing hahaha. Still, it feels good to defeat the optional semi hidden boss of the game.

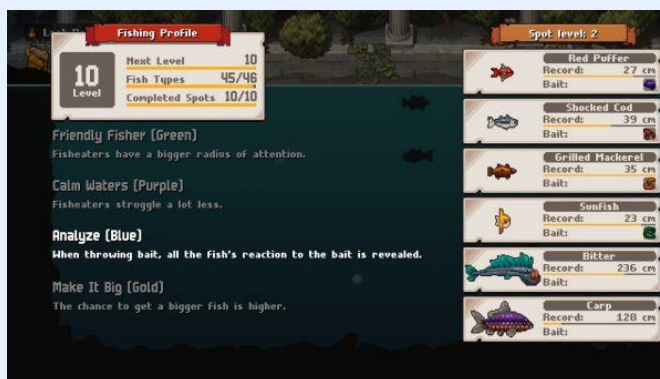


## Lost Gardens

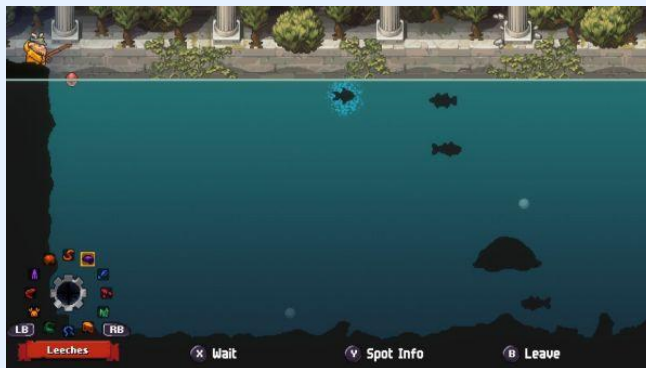
Well, we are very close to the end! We just need to cover this area and we're good to go. Fast travel to the southern crystal where the Fishing Spot is and read the note below.

### FINAL FISH:

I'm not sure if the final fish only appears here, but it's here where I got it. To get it you need to be lv.10 at fishing and have all 45 other fishes captured.



Once you have those, I waited here once with  and the shadow of the new fish arrived. It kinda looks like a turtle but if it had its head facing you.



You need to catch it with another fish so do so. It's a very hard one to catch so be patient. Now go ahead and enter the building on the right. Yeah, we can finally open it.

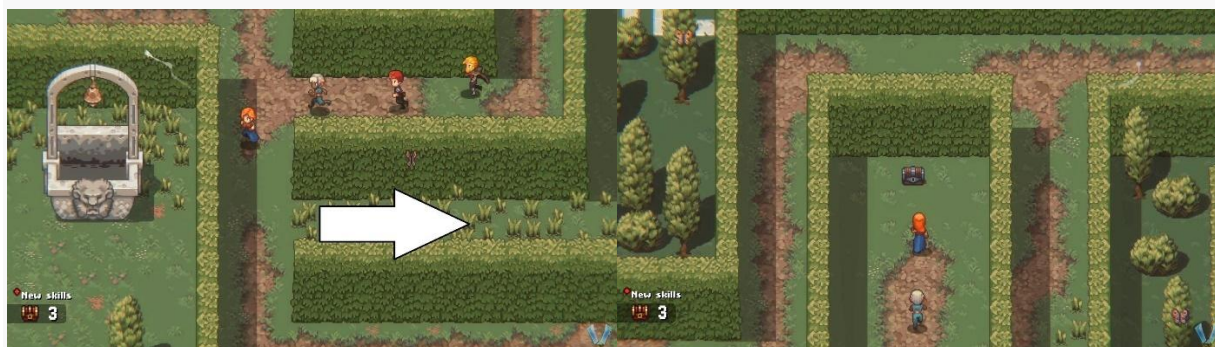
Go through it and on the other side, to the right we have a chess board with a whopping 7 Pawn pieces. You can get the "Kill 4 Queens in the same fight" if you didn't get it during the boss fight. Besides that, you don't get anything from them except from drops. I thought it was going to be the key to unlock a boss fight... but nope. Hmm.



Go directly north from the left side of the chess board and you'll find another maze. As you go north, go left when you first can and you'll go around and find a **Pool of Power**.



Now do you notice the 3 paths east of the Pool of Power? Go down the middle one to reach a chest with **Fancy Leather x4**.



Make your way to the northeastern side of the "maze" until you can exit it to the north. Go west down the stone path to find an **anomaly**. This SHOULD be your last one and you should get the node marked in the bulletin board.





Return inside the maze and go: right (see the chest?), left and back right following the bottom path to reach that red chest with **Pheuma Lollypop**.



Head to the southeastern corner of the maze and as you exit it you'll spot a cave in the corner. Go inside and go through the tunnel to arrive at... the Wastelands? Well, here you'll FINALLY be able to open the golden chest for a **Flesh of Farnese** and grab that last **Pool of Power**.

<vin> These 2 were driving me INSANE! I had no idea how to get them and I spent so much time running around like a headless chicken. To think we needed to come from another area \*facepalm\*.



Return to the chess board with all the Pawns in the Lost Garden and let's grab the last chest. From the right side of the chess board go north into the maze then go: right and north to reach the chest with **Mythical Skull x4**.



And with that we're pretty much done and ready to finish the game. You ready? Let's do this! I'll see you guys in the final quest page, Deus Ex Machina.



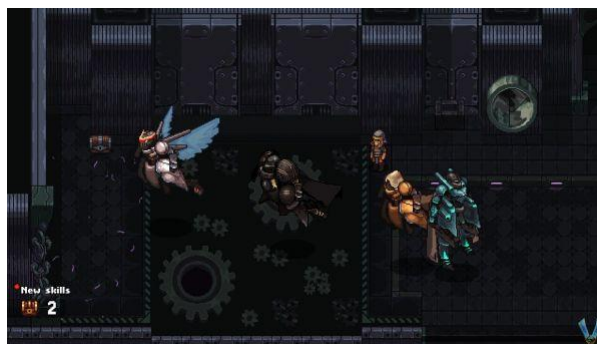
# Deus Ex Machina

|                                                                                               |         |          |                                    |                                                                                                              |
|-----------------------------------------------------------------------------------------------|---------|----------|------------------------------------|--------------------------------------------------------------------------------------------------------------|
|  Robo Fly    | Machine | HP 12000 | Strong to Wind,<br>Weak to Water   | Mechanical Flower (Common)<br>SOS Status Heal (Uncommon)<br>More Rare Drops (Rare)<br>Increase Drops (Steal) |
|  Energy Cell | Machine | HP 15000 | Strong to Fire,<br>Weak to Wind    | Energy Corer (Common)<br>Toxic Resistance (Uncommon)<br>One More Round (Rare)<br>Switcher (Steal)            |
|  Metal Face  | Machine | HP 30000 | Strong to Earth,<br>Strong to Wind | Metal Body (Common)<br>Switch Out<br>TP (Uncommon)<br>Switch Out HP (Rare)<br>Crit Damage Up (Steal)         |

## ! Enter the Mana Machine

Once you're ready to head to the end of the game, fast travel to the northern teleportation crystal in the Lost Garden and head north until you reach the end of the stone path. A lengthy scene will play out here and we'll end up in the Mana Machine.

Once here, head north to the top of the stairs and go left across the area with the gears on the floor to find a chest with **Nectar**.

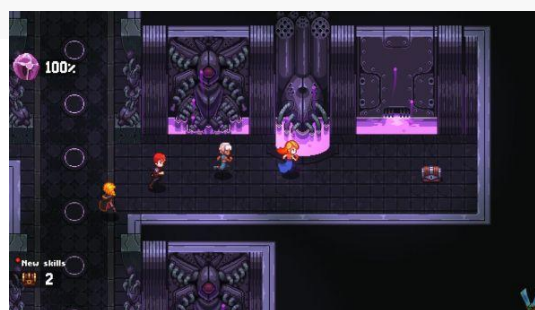


**Note:** You can fly around in this area but note that you can't land on areas where there's purple electricity. This is to prevent it from being too easy.

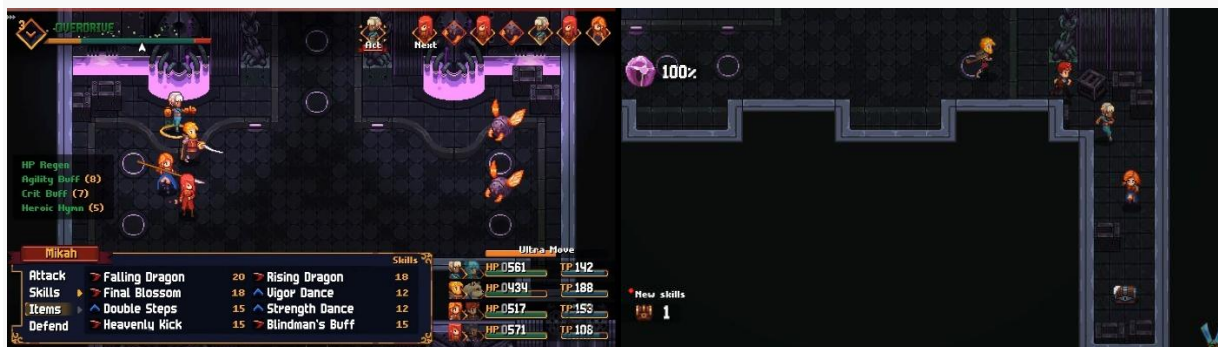


Fly and head to the southeastern corner to find another chest, this one with **HP Up**.

Head north into the next area and make a right when possible to find another chest with **ATK Up**.



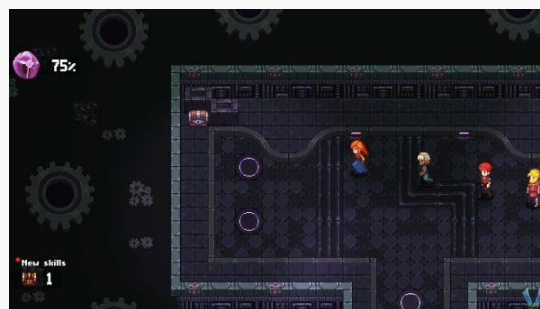
Continue north and kill some fly enemies. Continue afterwards, go right at the fork and right into the tiny hallway to find the last chest of the area with **Rainbow Ore x5**.



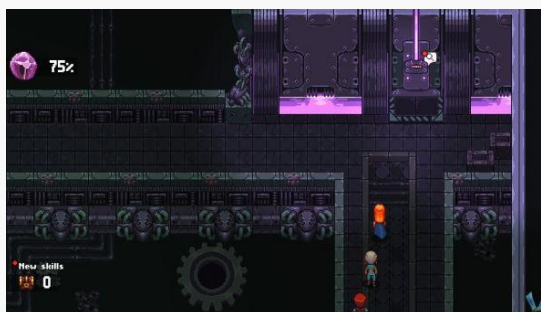
Continue, destroy the crystal enemy and look directly north of it to find a lever. Press it to reduce the % in the corner by 25%. Proceed to the next area after.



Once out here, to the left is a Sky Armor enemy so instead go right and into the next area. In here make a left when you can and open the chest for **Mindful Choker**.



From here we want to go south and exit this area BUT before we do that make sure to go to the northeastern most corner of the area to find another lever you have to pull.



Return to the chest and from here go south to be back outside. Make sure to grab the chest to the southeast with **Vanyard's String** right away.



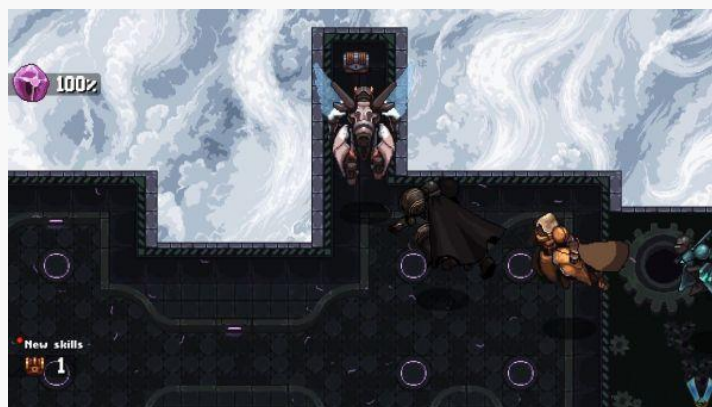
Get on your Sky Armor and go right and follow the path around so you can go kill the large face enemies. After killing them head north into the next area where we'll see Endahrt to the far north. Before going to him there are some things we should do.

Start by going left when you regain control and going south when possible to find a chest with **Fancy Leather x5**. Continue left after it to end back outside.



Have you noticed that our % is back up to 100%? We'll need to flip 4 levers to weaken Endahrt. Anyway, out here get on your Sky Armors and go south to find some face enemies you should kill...

<vin> These guys look like me when I wake up after a not so nice night of sleep haha. Move past them after the fight and check your north to find a chest with **Ambrosia**.

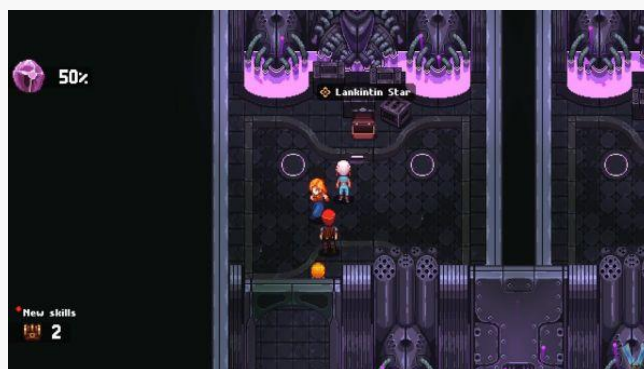




Continue around the area, kill some more enemies as you go north and enter the northern room when you get to it to find our first lever. Back outside, fly with your Sky Armor to the right and you'll see a crystal enemy. We need to land here, but what to do? Easy!

Return to the previous area (where we saw Endahrt) and take the northwestern exit the one going west. This leads to the little area that's next to the crystal enemy. Head to it and kill it (alongside some fly enemies) then go right a bit and get on your Sky Armor right before exiting. Fly to where the crystal enemy was and head inside to lower the second lever. Nice!

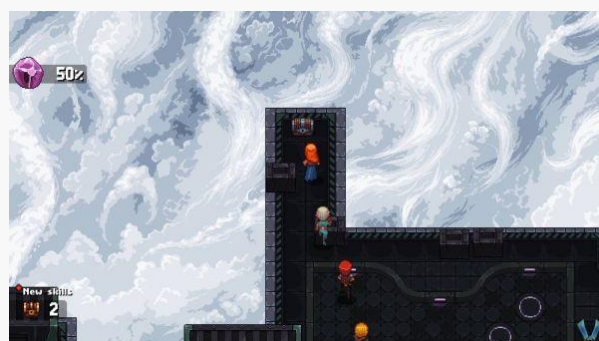
Return to the Endahrt room (that's what I'm calling this large room where we saw him) and take the northwestern exit, the one going north this time. This takes you to a large room with several cells. Check these to find 3 chests with **Lankintin Star**, **5789a**, and **Adamantium Nugget**.



Return to the Endahrt room and go east from where we are. You'll find a teleportation crystal and an anvil. Clearly for now we want to take the eastern exit out of here, but make sure to check the little northeastern dead end to find a chest with **Mythical Skull x5**.



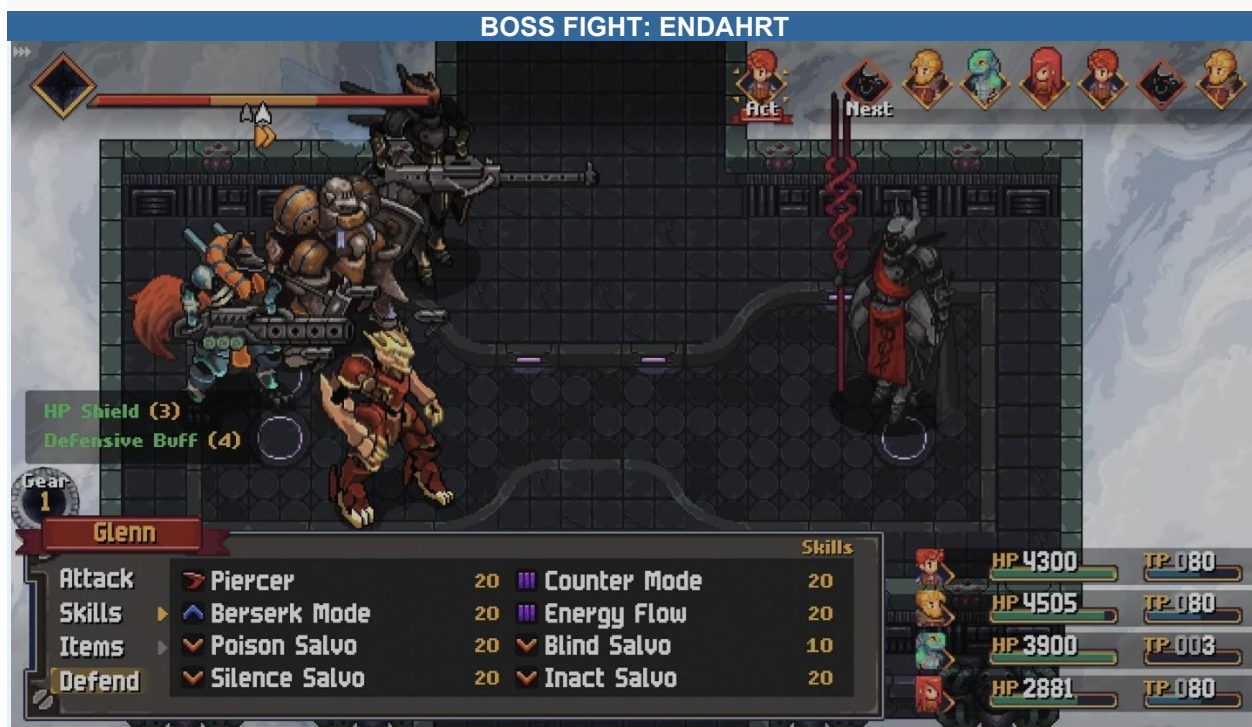
In the eastern area, start by going straight, getting on your Sky Armors and flying to the northwestern corner. From here go back down and start moving south to the bottom of the area. Get off your machine down here, kill the enemies and go north to find a chest with **Crit Up**.



Get back on your armor and go right now. Follow the path north and here we want to enter the rooms to the left and right to lower the last 2 levers. Of course to the left before the room we have 3 face enemies and to the right we have one and past it we have a chest with **Goddess' Wool x5**.



With the levers flipped and our % down to 0%, fast travel back to the crystal, prepare yourself and go north (the fights are super easy). Head north until you reach Endahrt. A scene will play out and then it's boss fight time!



Time to deal with this guy. Let's see how strong he is.

First of all, we're in a Sky Armor fight. We only had a handful of these in the DLC so it's nice to see another one. Right off the bat, he acts twice per turn, making him a bit more annoying than normal.

The attack he'll use the most is his triple attack. It hits 3 times and if he uses it twice then it'll hit 6 times. It's relatively weak so it's still nothing to really worry about.

The one attack you want to worry about are his Terror attacks. These hits your current HP by 50%, making them super annoying. Just make sure to have any of your characters heal up to keep you in tip top condition. His most powerful attack is the Thunder Lance, but it still doesn't hurt that bad if you're constantly healing.

- **Releasing x% energy attack:** hits you based on the % of the energy he has. If you dropped it to 0 then this attack will do 0 dmg.
- **Triple Attack:** hits 3 times randomly for around 180 dmg. per hit.
- **Pure Terror:** hits one party member for 50% of their current HP and inflicts Terrified.
- **Full Terror:** same as Pure Terror but for the whole party.
- **Thunder Lance:** hits the party for around 650 dmg.

After the fight we'll have some scenes. Once they're done head north into the building where we'll have another teleportation crystal. This is the last one. You can go around the rooms in here and talk to your party members, see what everyone's up to. You can even find the merchant here.

Now, you see the door near Leonar with the 2 red orbs? We need to get rid of them to get through. To do this go and enter the far right door first. Save your game and go north to trigger a fight.

**Note:** It's not even worth making this into a boss fight, especially after defeating all the optional ones. This guy is called **Babi Ngepet** and it's pretty simple.



| MERCHANT       |         |       |
|----------------|---------|-------|
| -\$-           | USABLES | -\$   |
| Meal           | -       | 1000a |
| Sweets         | -       | 200a  |
| Panacea        | -       | 50a   |
| Eye Drops      | -       | 50a   |
| Alarm Clock    | -       | 50a   |
| Antidote       | -       | 50a   |
| Lozenge        | -       | 50a   |
| Sage           | -       | 50a   |
| Angel Wing     | -       | 400a  |
| Repair Kit     | -       | 600a  |
| Exchange Parts | -       | 1000a |
| Fetish         | -       | 75a   |

The one attack you want to worry about is his **Doom** spell. Of course, as you may know this will kill you in 3 turns. I'm going to be 100% honest with you, I don't remember if there's any protection against Doom or even how to cure it (if you know let me know down below). I legit just took the deaths as they came. He'll use Doom twice which kinda sucks.



Still, you can do plenty of damage to the boss and once you die, revive yourself and continue. He does have other attacks, like a headbutt that hits one party member for around 50 dmg., and an ice spell that hits all for around 80 dmg. so nothing that worrying. Defeating this thing will break one of the red orbs back inside. Go back to the door and now take the western door. Save your game once outside and head north for another fight.

**Note:** Well, just like the previous fight, this one is so easy I'm not even considering it a boss fight. It has a normal attack that hits for around 100 dmg. and a fire spell that hits for around 70 dmg. to the party. That's it. At least the other pig guy had Doom.



Once this fight is over the central door in the previous room will now be open. Head back, go through and you'll be told this is it. Save your game and head forward to start a fight against the Mana Machine. Just know that this first fight, don't go all out. You can't do anything to it so just attack it normally until several scenes play out.

Once these scenes are over THEN the real fight will start.



## BOSS FIGHT: MANA MACHINE



Ok, time to deal with the final boss of the DLC and, to be honest, it's a complete let down. It's a very easy and simple boss. I thought it would have a second phase with how quick I killed it, but nope, killed it in just a couple of turns.

Probably one of the most annoying things this boss has is that it can fully drain your TP. It tells you in advanced so you can have Victor cast his TP Regen on the party, or better yet, have him use his Ultra Move to both fully refill your TP and cast TP Regen. This completely nullifies his move.

Once you deal with the first little form, it's true form will come out once you see it perform its Metamorphosis. This is still an easy fight. It does have an attack similar to Endahrt's where it uses the % of the energy. This time it's at 100% but when it's at that it still hits you for around 90 dmg. to the whole party. Still nothing bad. The energy will drop by 50% afterwards. He'll be able to use one once more, but as you could tell it's not really that dangerous.

Its most powerful attack, Ultima, hits the party pretty hard. Nothing you can't survive. It gives you a warning before using it so try defending prior to the attack and if you have Victor with you, use his bubble barrier to mitigate some of the damage.

And that's about it really. Again, this was such a let down given how easy it was.

- **Summon Support:** summons 2 weak minions to its side.
- **Preparing TP Drain:** fully drains your TP.
- **Releasing % energy attack:** hits party for dmg. based on its %.
- **Ultima:** hits party for around 150 dmg.

Once the fight is over, go ahead and enjoy your well earned ending scenes.

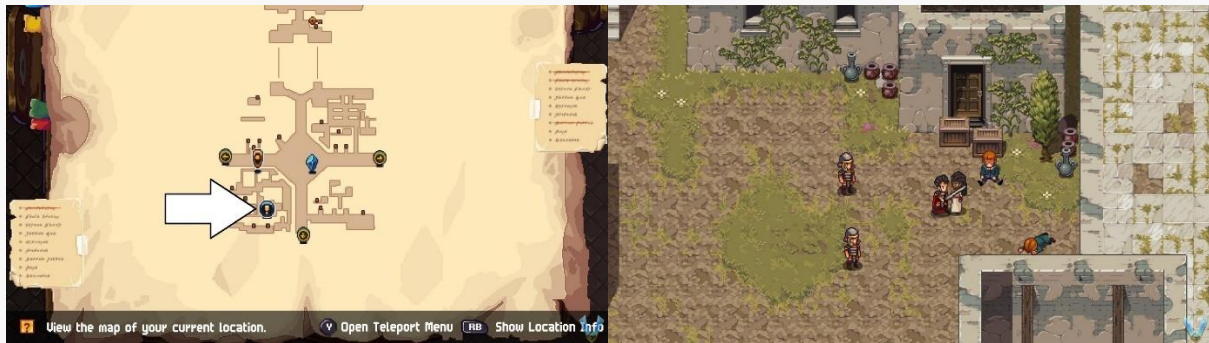
*I hope you enjoyed this guide as we played through the Chained Echoes DLC together. It was a blast coming back to this game. I remembered liking the game, but I forgot just how much I actually loved it.*

*So thank you for sticking with me through to the end. Decided to add little notes with my dumb inner thoughts so I hope that made the guide feel a bit more personal. Many things reminded me of other games and anime, some things made me laugh, and some straight up pissed me off haha, but sharing those is just party of the fun. And remember, if you enjoyed the guide be sure to comment below as this guide wouldn't be here without Neoseekers support. Thanks for playing along with me everyone!*

# A Second Option



We can start this quest by watching the scene that takes place on in the slums area of Elrant, on the southwestern corner of the southern area.



## ! Speak with Yaol in the throne room



<vin> Am I the only one that thinks and reads **Yaoi** instead of Yaol? Is my brain fried? Ahem, once we've started the sidequest, head back to the palace and go to the throne room to trigger a scene with Yaol.



## 8 Visit the village in the Deadlands

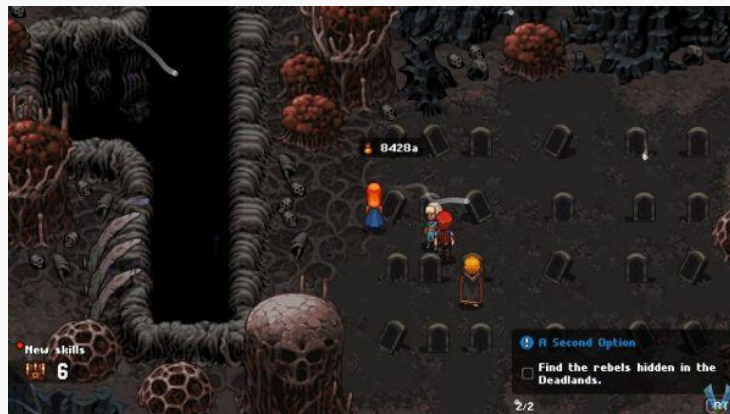
Once the scene is over, we need to go explore the Deadlands. Full exploration in the link below.

- [Deadlands Exploration](#) (or pg.565)

For this quest, we want to go to the village. I'll mark it in the image below.



As we approach the village we'll have a scene with Bastyan. Once it's over, enter the house to the right of the teleportation crystal and read the note. What is that? Well, exit the house and go northeast to a graveyard. Check the first gravestone on the second row to find **8428a**.



Southeast of the graveyard is a ledge you can jump down from. Jump down to a plant eyeball bridge and follow it down to find a chest with **Bowgun V700**.



Climb the ladder and slide down then check the house to your northeast. Inside you can find... what is this? Talk to the "Gothic Girl" and she'll give you **Cute Lantern**. What is this for? It's a key item.

Leave the house and go west to find a blue circle. It's digging time! Of course, this is the same as the last 2 we've done so far and you'll get **Sovereign Class Emblem** as a reward. Nice. This one is actually REALLY good as it has "King's Punishment", which allows you to attack very enemy once for 3x damage. Perfect to end fights quick.



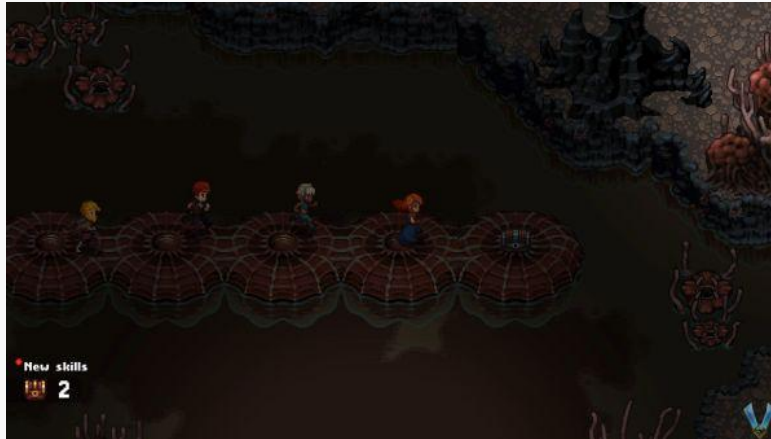
Head back north across the bridge and enter the house left of the crystal and go through the hole in the wall. In here go north at the fork to find a chest with **3891a**.



Head east now, watch the scene and head north to reach a fork. Go right first then follow the bottom right path for another chest, this one with **Inact Resistance**.

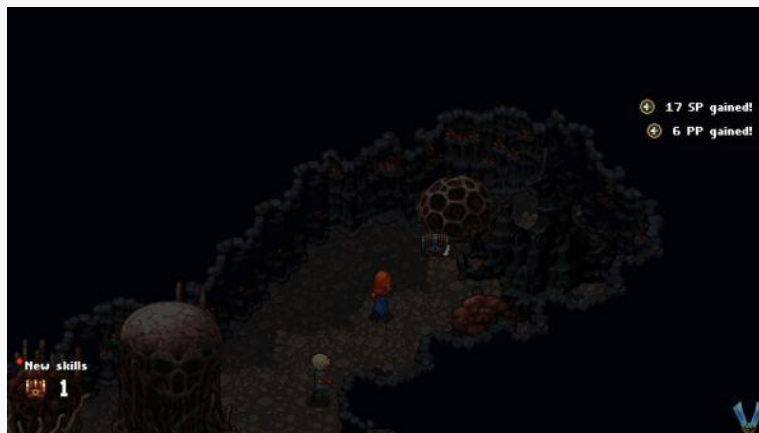


Return 2 forks and go north now. Get on the plant eyeball bridge thing to find a chest at the end with **ATK Up**.



Return back down and take the upper left path now to find 3 soldiers. Yeah, these guys are part of the resistance so we'll need to deal with them. Sorry lads.

From here head east to reach an anomaly. This one shows us Magnolia! When you regain control, go east, kill some more soldiers and head north for the final chest in here, this one with **Skill Points Voucher**.



Return to where we saw the anomaly and head north and exit the cave.

Back outside, move to the end of the path to trigger another scene with the resistance. We'll end up fighting them. The little captain doesn't really do anything different so deal with him as well. The scenes will continue after the fight and once its over, open the large chest for **Glaive V700**.





## ! Report to Yaol

Return to the throne room in the city and talk to Yaol.

## ! Talk to Milena in the palace's dungeon

After a scene with her we'll need to go to the dungeon. You know, the prison area where we were held captive. If you don't remember, head back to the first floor of the palace, then take either of the bottom left or right staircases down to the basement, then take the central hallway north and make a right at the end.

Once in the prison go north to trigger a scene with a soldier and a researcher.

<vin> Wow, this researcher is crazy. All of them are!

Once the scene is over, go left and enter the room over here to talk to Milena. We'll have a rather lengthy scene here, but a good one.

## ! Talk to Milena in the city

Once the scene is over, fast travel to the teleportation crystal on the northern side of the city then head to the eastern side of the area (with the 2 houses you can enter). We actually want to approach the larger house north of them.

As you approach it another scene will play out.



## ! Return to the palace's dungeon

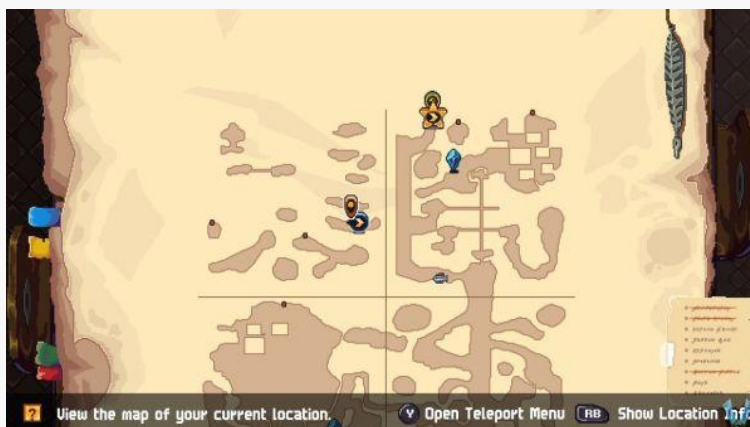
Once another lengthy scene is over, return to where we first talked to Milena to have the scenes continue.

## ! Listen to Yaol's news

Once the scenes are over, return to the throne room and talk to Yaol once more.

## 8 Confront the rebels in the Wastelands

Now that we're done investigating the rebels in the Deadlands, we now have to go to the Wastelands. We pretty much have to play through the entire area to unlock flying with our Sky Armors. [CLICK HERE](#) (or pg.584) to go to the Wastelands page and play through it until you unlock flying, then head to the rebel's location marked in the map below.



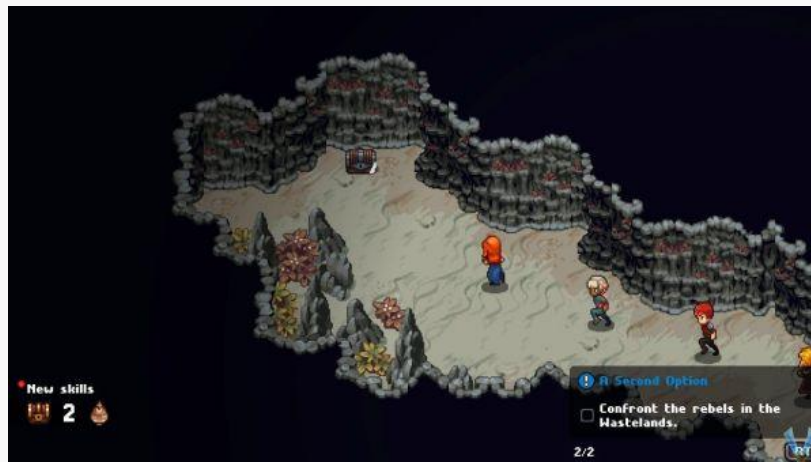
Once here, talk to the soldier. He'll mention the rebels and the skull. These are basically buttons to open a way forward. For now, press the skull to enter the cave.



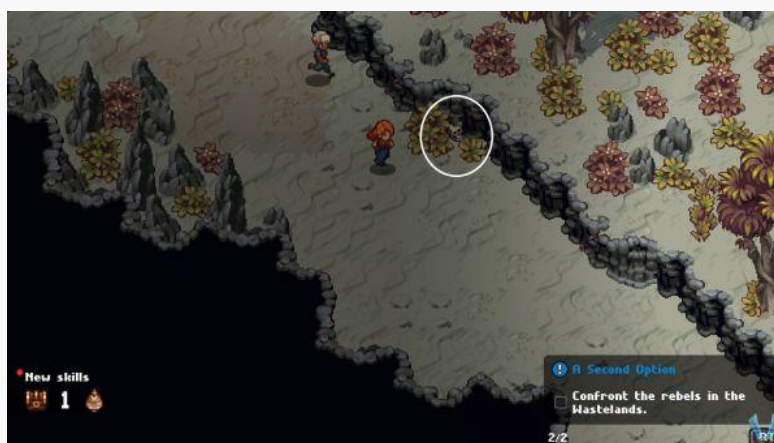
Once inside, kill the rebels up ahead and on the right side of the room you can find another skull. Press it to open a way forward on the left side. Head through and as soon as you enter go left and hit the skull, then go right and hit a second button. This will open a door in the center.



Go through this central door and on the other side, go left first to find a chest at the end with **Hero's Medal**.



Go right across the bridge now and kill the next rebels you come across. This here is a fork. There's nothing to the right so go left. Take the bottom path and keep an eye on the right side to find a skull among the bushes.



Press it and it'll open a door to the far right side of the room, which before was a dead end. Go through it to find **Crit Damage Up**.



Return to where you pressed the skull and go north to where a scene will play out.

After the scene, go left, kill the rebels and hit the skull. Head through, save your game and move forward for another scene and then a boss fight.



## BOSS FIGHT: WRAITH



Let me start out by saying... why is this thing weak to darkness? Given the type of enemy, shouldn't it be light? Oh well, make sure to equip darkness spells to do some real damage to this thing.

Anyway, the boss itself didn't do much. I took him out in 3 of his turns, and that's without exploiting his weakness to darkness.

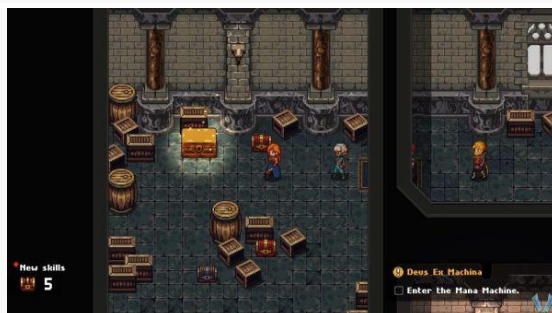
- **Blinding Light:** hits everyone for around 80 light dmg.
- **Charm:** charms a party member.
- **Normal Attack:** hits a party member for around 50 dmg.
- **Death Stagger:** thanks to Zurlabic for this one. He uses this when he's nearly defeated. Puts it on entire party and your only option is to switch out each character when it's their turn.

Watch the scene after the fight (lengthy one), we're supposed to leave. It feels very anticlimactic, huh?

Well anyway, head back to the throne room in the palace to trigger a scene with Leonar's people. Once it's over, so too will the quest end.

Make sure to go to the basement and enter the room in the northwestern corner (directly west from the entrance to the prison). You'll find the last 5 chests in there that give you:

- Jester's Rapier
- Flesh of Farnese
- Hero's Medal
- 10,000a
- Farnese Vest



# Reward Board

## Mushroom Forest BB



! : Win an encounter without using any healing skills (8H)

! : Step into the Mushroom Forest (9E)

! : Defeat 8x Chrioptera (9F)

! : Explore most of the area (9G)

! : Find a Class Emblem (9H)

You can find the class emblem in [THIS PAGE](#) (or pg.654).

! : Find all 10 [Collectibles](#) (10E)

9: Find 33 treasure chests (10G)

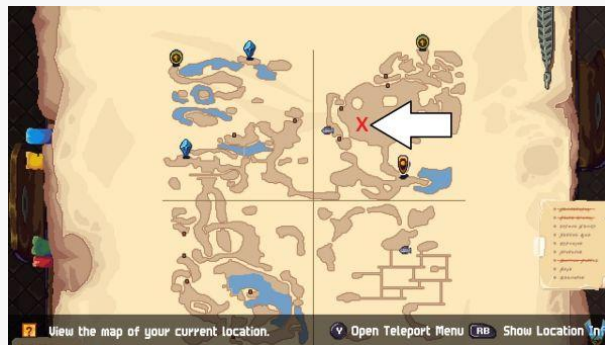
: Find 3 Pools of Power (11D)

For the 2 that are in the northeastern corner of the map, the one on the right you approach it from the south through the water while the one on the left is inside the cave near the fishing spot.



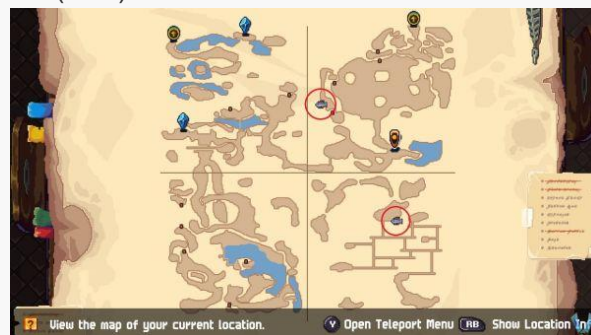
! : Defeat a tree (11E)

This is a mimic and it's the only green tree you'll find in this place.



! : Defeat 17 Chicock (11F)

📌: Complete all fishing spots (11G)



! : Defeat 10x Strix (12G)



# Elrant City BB

**Note:** Full in depth locations of everything are in the main guide.



**!**: Visit the legendary smith.(5E)

For this one, play through the Wastelands until a giant sword cleaves the ground (part of the main story). Call in your airship and approach the large cloud southwest of the Wastelands entry point.



**!**: Defeat all Maelstrom Terrors.(5F)

There are 4 of these:

- Maneater: In the Mushroom Forest. You'll need to "fish him out".
- Long: In the Wastelands. You fight him while in your Sky Armor.
- Vulcan: In the Deadlands, in the volcanic area.
- Coin: Collect all 10 Collector's Coins and touch the skull behind the NPC that wants the coins to "get him".



### ! : Catch the Blob Fish (5G)

Reach lv.10 and fish out all other fishes. When you're max lv. and only have 1 fish left, head to the fishing spot in the center of the Lost Gardens and you'll find it there (I'm not sure if you can do this in ANY fishing spot, but this is where I found it).



### ! : Get all deals (5H)

If you forgot how to get deals (like myself), head to the merchant and sell all your collectibles. This will make the deals appear. Simply purchase them all to get this.

### ! : Learn all Talents (6E)

### ! : Find all anomalies in all areas (6G)

There's 6 anomalies you'll find through out the game, and from these, 3 are missable (which are the ones I'll list below):

- Deadlands: this one is in the cave you enter through the rebel village. This one is missable if you DON'T do the only sidequest in the DLC.
- Wastelands: in the northeastern area where all the bridges are, from the southern side go north and take the first bridge fork left to find it.
- Lost Gardens: go through the locked building east of the first fishing spot and you can find it on the northern side of the maze.

! Find 3 Pools of Power (7E)

The ones in the city are a bit cheeky to find. I don't think the one in the prison counts to the 3 of them, but I'm listing it anyway so there'll be 4.

- #1: this one is on the 6th floor of the prison. Take exit #11 to reach it.



- #2: you need the Sewerage Key (found in the Wastelands). Use it to open the locked house on the northern side of the city (bottom right building) then swim to the northwestern corner of the southern area to reach it.

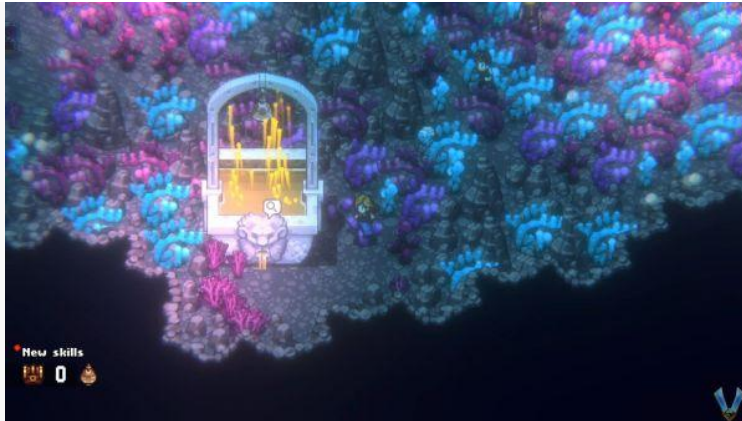


- #3: you need to make the Minimi potion (item needed is found in the Deadlands before fighting the Vulcan boss). From the teleportation crystal go east towards the Wastelands. Keep your eyes to the north to spot a hole past the third bridge. Go inside this building and go through the hole in here. Exit the house up here on the second floor and move to the end of the rooftop and talk to the bird. It'll take you to its "house", which is on top of a tree. You can find it there.





- #4: you need to make the Minimi potion (item needed is found in the Deadlands before fighting the Vulcan boss). From the teleportation crystal go north and talk to the little fish poking its head out of the water on the left side. It'll take you to his home where you can find it.



! Find Abel (7F)

This goes along the same as getting the Pool of Power from the previous point. You need the Sewerage Key (found in the Wastelands). Use it to open the locked house on the northern side of the city (bottom right building) then swim to the northwestern corner and enter the only building you can enter.



! Complete the quest A Second Option (7G)

! Step into Elrant City (7H)

# Lost Gardens BB

**Note:** Full in depth locations of everything are in the main guide.



! : Complete all fishing spots (1C)

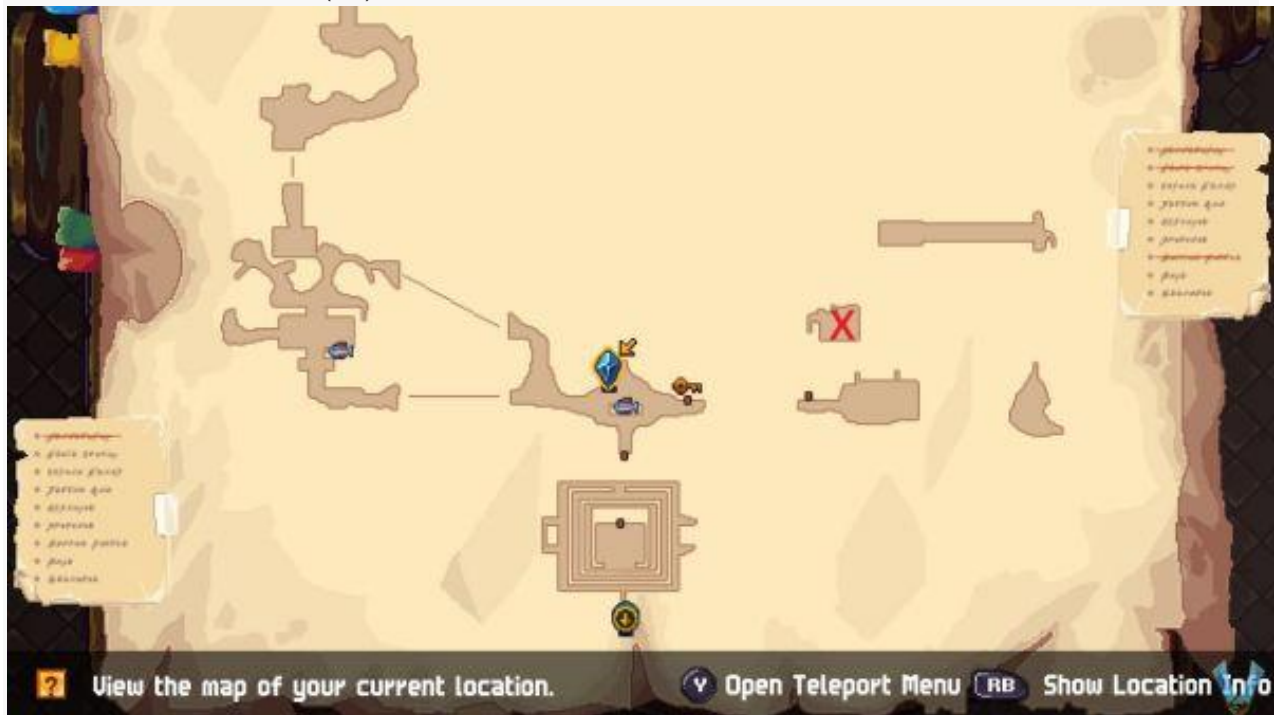


! : Find all 10 Collectibles (1D)

! : Defeat 4 Chess Queens in a fight battle (1E)

You need to let 4 Chess Pawns transform into Queens. You can only do this during the boss fight or when you enter the eastern area past the locked building.

🔍: Find 1 Pool of Power (1F)



🔍: Defeat 6x Chess Knights (1G)

🔍: Explore most of the área (1H)

🔍: Find a Class Emblem (2C)

You can find the class emblem in [THIS PAGE](#) (or pg.654).

🔍: Defeat 6x Chess Queens (2E)

🔍: Find 11 treasure chests (3E)



# Deadlands BB

**Note:** Full in depth locations of everything are in the main guide.



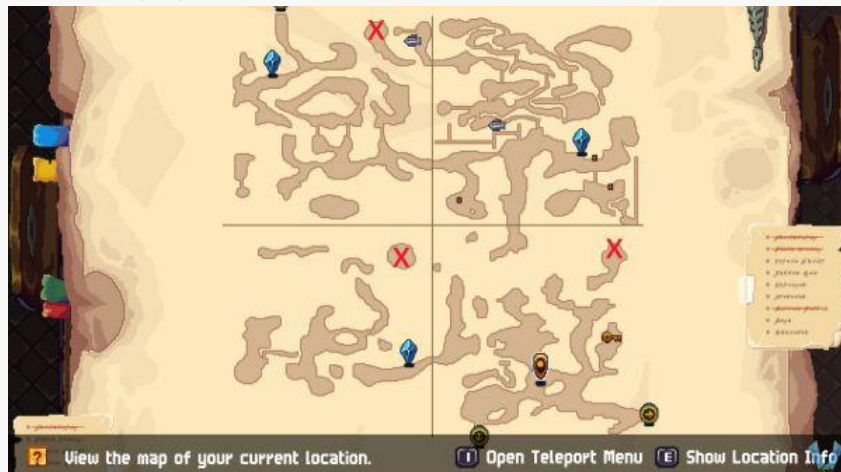
! : Win an encounter with an all boys team.(5C)

! : Step into the Deadlands (5D)

! : Find a Class Emblem (6A)  
You can find the class emblem in [THIS PAGE](#) (or pg.654).

! : Defeat 7x Hiero enemies (6C)

! : Find 3 Pools of Power (7A)



8: Defeat 10x Nymus (7B)

8: Complete all fishing spots (7C)



8: Find all 27 chests (7D)

8: Explore most of the área (8C)

8: Deafeat 11x Skull Ghosts (9C)

8: Find all 10 Collectibles (9D)

# Wastelands BB

**Note:** Full in depth locations of everything are in the main guide.



! : Find a Class Emblem (2H)  
You can find the class emblem in [THIS PAGE](#) (or pg.654).

! : Find all 10 Collectibles (3F)

! : Explore most of the area (3G)

! : Defeat 8x Treeant (3H)

! : Defeat 20x Buckle Croc (3H)

! : Defeat a Treeant with only Leonar in the party (4I)  
Very self explanatory. Recommend doing it once you find all the Pools of Power and, if you still can't for some reason, drop the difficulty.

! : Find 30 treasure chests (4J)



8: Defeat 11x Snailworms (5I)

8: Step into the Wastelands (6I)

8: Find 3 Pools of Power (6J)



8: Complete all fishing spots (7I)



# Old Town BB

**Note:** Full in depth locations of everything are in the main guide.



!: Find 2 Pools of Power (3A)



!: Find 13 treasure chests (3B)

!: Defeat 30x Phantom Pains (3C)

!: Explore most of the área (3D)

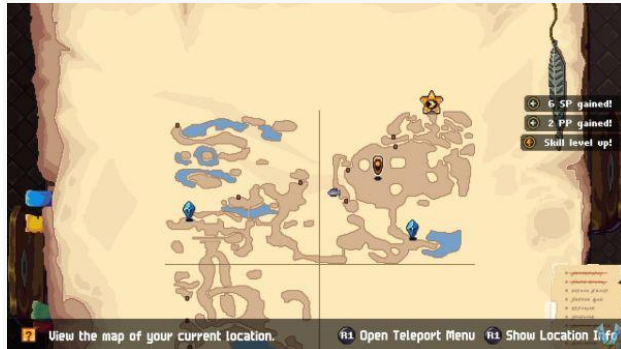
!: Step into Old Town (4C)

# All DLC Class Emblems & Skills

There's a total of 4 new Class Emblems you can find in the DLC, each giving you new skills and abilities to learn. They are also great and will most likely replace the ones you're currently using.

## Sage

You get this by completing the digging minigame in the Mushroom Forest.



## Sage

HP: C, TP: B, Mag: S, Mnd: B Atk: C, Def: C, Agi: B, Crit: B

| Name               | Active/Passive | Effect                                                                         | TP cost  |
|--------------------|----------------|--------------------------------------------------------------------------------|----------|
| Elite's Magic      | active         | Raises MAG by 15%/20%/25% (self).                                              | 40/35/35 |
| Queen's Punishment | active         | A neutral magical attack dealing 3x/3.25x/3.50x damage. Once per battle (all). | 40/35/35 |
| Wind Resistance    | passive        | Raises resistance against this element by 15%/20%/25%                          |          |
| TP Up              | passive        | Raises TP by 10%/20%/30%                                                       |          |

## Two Face

You get this one by completing the digging minigame in the Lost Garden.



## Two Face

HP: A, TP: S, Mag: A, Mnd: C Atk: C, Def: C, Agi: C, Crit: C

| Name        | Active/Passive | Effect                                                                    | TP cost  |
|-------------|----------------|---------------------------------------------------------------------------|----------|
| Lux         | active         | A magical light attack dealing 1.5x/1.7x/1.9x damage (one).               | 40/35/35 |
| Tenebrae    | active         | A magical dark attack dealing 1.5x/1.7x/1.9x damage (one).                | 40/35/35 |
| Team Player | passive        | Increases damage dealt with every switch-in by 1%/2%/3% (to a max of 15%) |          |
| Switcher    | passive        | Rasies damage dealt by 20%/25%/30% when switched in for this turn         |          |



Sovereign

Complete the digging minigame in the Deadlands to get it.



Sovereign

HP: A, TP: A, Mag: A, Mnd: A Atk: A, Def: A, Agi: A, Crit: A

| Name              | Active/Passive | Effect                                                         | TP cost  |
|-------------------|----------------|----------------------------------------------------------------|----------|
| Elite's Strength  | active         | Raises attack by 15%/20%/25% (self).                           | 40/35/35 |
| King's Punishment | active         | Physical attack dealing 3x/3.25x/3.50x. Once per battle (all). | 45/40/40 |
| Machine Killer    | passive        | Raises MND by 10/20/30%.                                       |          |
| Defend Gain HP    | passive        | Gain HP with a potency 5/10/15 when defending                  |          |

False Hero

You get this one by completing the digging minigame in the Wastelands.



False Hero

HP: S, TP: B, Mag: C, Mnd: C Atk: S, Def: B, Agi: B, Crit: C

| Name             | Active/Passive | Effect                                               | TP cost  |
|------------------|----------------|------------------------------------------------------|----------|
| Hero's Struggles | active         | 4 hits dealing 0.5x/0.6x/0.7x physical damage (one). | 40/35/35 |
| Hero's Beliefs   | active         | Extends all extendable buds by 1/2/3 rounds (all).   | 40/35/35 |
| Manic Attacker   | passive        | Raises damage by 20%/25%/30% when in Overheat        |          |
| Scaredy-Cat      | passive        | Lowers damage taken by 20%/25%/30% when in Overheat  |          |

# All DLC Collectibles

These are all the collectibles you can find in each region of the DLC. Note that these are the little yellow sphere items you find throughout each region. They are random on which and where you get them but these should be the ones you can find.

## Mushroom Forest

- White Powder
- Gear Second
- Red Neck
- Tiny Mushroom
- Fake Dapple
- Money Tick
- Sneaky Weasel
- Klabautermann
- Flower Shroom
- Sour Plum

## Lost Gardens

- Gear Third
- White Tile
- A Slorse with no Name
- Moonshine Dice
- Tia Puppet
- Rainbow Nail
- Orthopedic Underwear
- Juicy Leaf
- Final Glory
- Hair Bug

## Deadlands

- Lava Egg
- Woes of the Young
- Dead Mouse
- Coke
- Gear Fourth
- Ant Queen
- Leonar Hero

- Vanitas
- Grandpa's Head's Skin
- Black Boney Thing

## Wastelands

- Blood Angel
- Magnetic Sand
- Coconut Stone
- Gear Fifth
- Dragon Ball
- Ultramarine
- Baby Snail
- Collectible
- Dark Angel
- Snow Crystal

## All Flesh of Farnese Locations

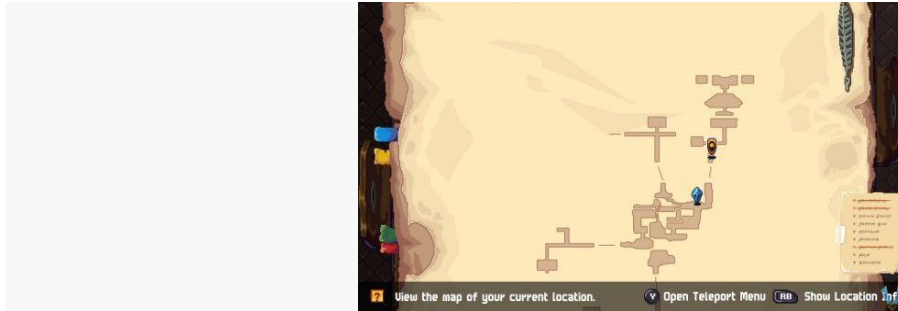
Flesh of Farnese are items you need in order to upgrade your new weapons to the max. There's one per character of course so below I'll list their location. Note that in depth descriptions to all of them can be found in the main walkthrough of the DLC. I get everything through it so I recommend you follow it.

- **#1:** In the Lost Garden, in the western area with the 2 chess board fights. It's in between the large rose area on the northern side.

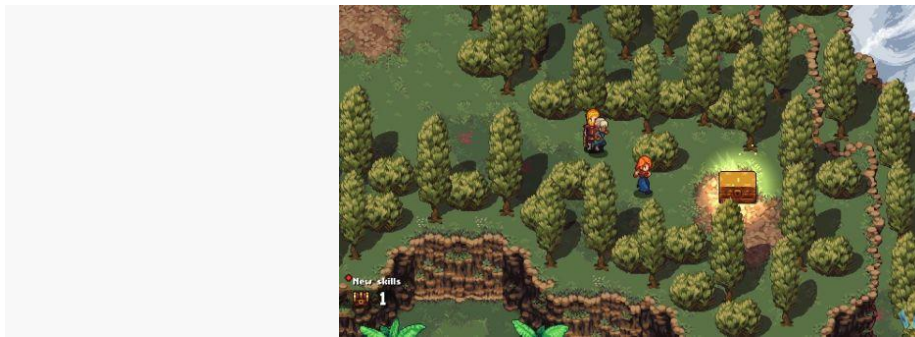




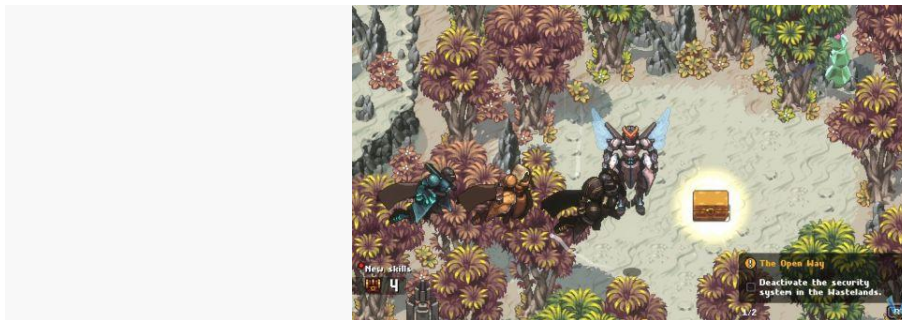
- **#2:** In the Old City. Go through the locked door in Elrant City and you can find it in the northeastern room past the teleportation crystal.



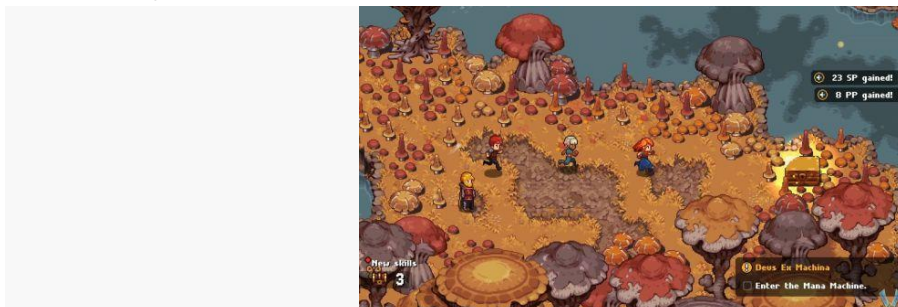
- **#3:** On the world map, it's in a golden chest in the northwestern island.



- **#4:** In the Wastelands, fly to the little circular area on the northeastern corner of the southeastern side of the map.



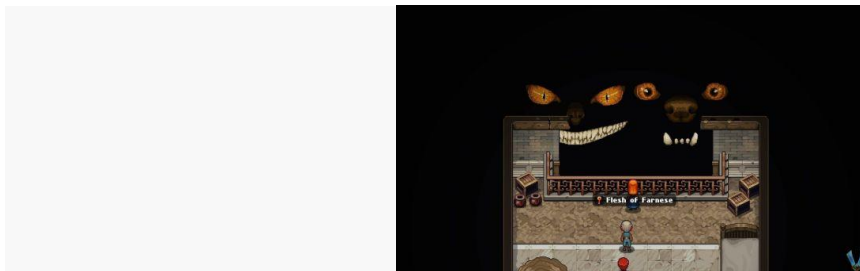
- **#5:** In the Mushroom Forest, enter the area through the southern part of the Deadlands (this is where we played as Leonar for the first time) and simply follow the path until you jump into the water. Get out in the central isle to find the chest.



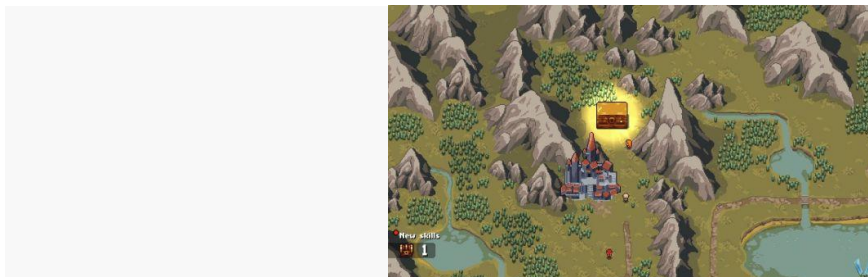
- **#6:** In the Mushroom Forest, in the southeastern side of the map, it's on the large isle on the southern side of the bridge area.



- **#7:** Get the huge dog and cat together (talk to the cat in the city, then talk to the dog in the Deadlands, then talk to the cat once again in the city, then go back to the dog) to get it.



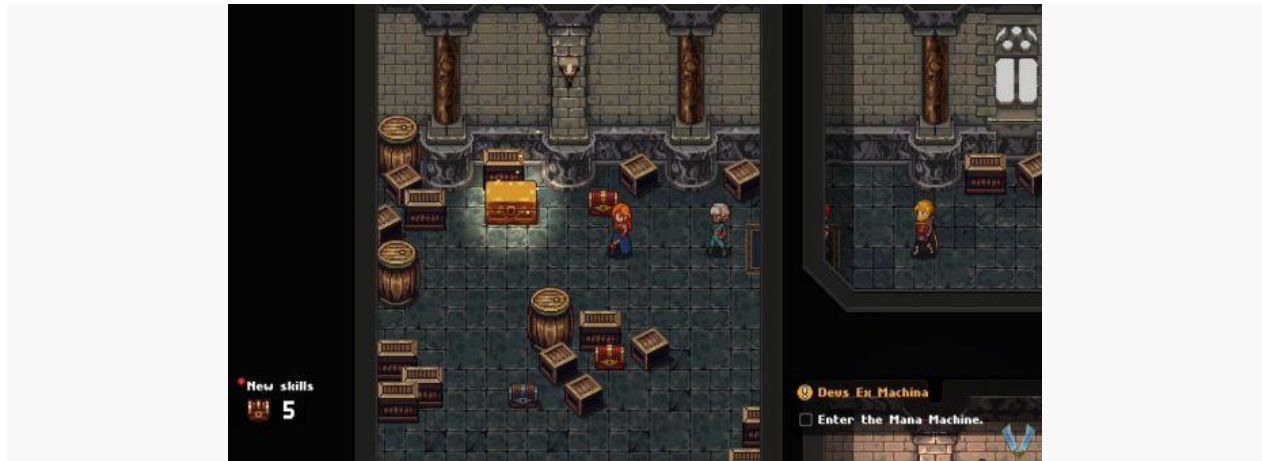
- **#8:** Inside the large Diorama that's located inside the large western building in the southern side of Elrant City (the one with 3 entrances in front). You need to make the Minimi potion to become small in order to enter it.



- **#9:** Enter the Wastelands via the cave on the eastern side of the Lost Garden and open the chest to find it inside.



- **#10:** Complete the A Second Option sidequest and you'll be given access to the chest room in the basement of the castle as a reward.



- **#11:** Purchase from a "Deal" from the merchants. I went with the Sky Armor one in the castle.



- **#12:** Purchase from the merchant inside the Fishing Guild in Elrant City. You need to reach lv.10 fishing in order to purchase from him.







# CHAINED ECHOES

